

100% SUPER METROID COMPLETE GUIDE

FOR NINTENDO PLAYERS

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INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

ISSUE

23

SEPTEMBER 1994



NEW ANIME vids SEE PAGE 92

**Kiki
Kaikai 2**
import
review
inside!

Too weird
for the West?

MAGIC FROM JAPAN

SUPER STREET FIGHTER II

The BIGGEST game ever gets a MASSIVE REVIEW!



Future
Media
Group

It's time to



○ NAVVIE ○



○ THUG ○



○ GENTLEMAN ○

take apart monsters



take apart deadly hordes



To take apart

THE CHAOS ENGINE

FOR THE SUPER NES

take a part



○ BRIGAND ○



○ SCIENTIST ○



○ MERCENARY ○



take apart ghouls



take apart armour-plated
fighting machines

The Chaos Engine

AND THE MEGADRIVE

MICROPROSE



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the future

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26-28th July

New Forest Show *Brockenhurst*

30-31st July

Fairford International Air Tattoo
Gloucester

2-7th August

Swanage Regatta & Carnival *Dorset*

9-10th August

Lakeside Thurrock *Essex*

12-14th August

Northampton Balloon Festival

17-21st August

Airborne '94 *Eastbourne*

24-27th August

Dartmouth Royal Regatta

29-30th August

Aintree Show

1st Sept

American Adventure *Derbyshire*

3-4th Sept

Sheffield Show

7-11th Sept

Chessington World of Adventures

20-25th Sept

LIVE '94, Earls Court *London*

28th Sept.-4th Oct

Lakeside Thurrock *Essex*

9th Oct

East of England Autumn Exhibition
Peterborough

11-15th Oct

Medowhall Centre *Sheffield*

17-22nd Oct

Woburn Safari Park

Woburn

24-29th Oct

Fairfield Halls *Croydon*

2nd Nov

City of Portsmouth Firework Display

4th Nov

26th Big Night Out *Suffolk*

7-12th Nov

Clifton Moor Centre *York*

14-18th Nov

Metrocentre *Gateshead*

20-25th Nov

Covent Garden Piazza *London*

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0800 444 220

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Editorial & Advertising Offices:
 Super Play, Future Publishing Ltd,
 30 Monmouth Street, Bath BA1 2BW,
 Tel: (0225) 442244 Fax: (0225) 446010

JAPAN

Editor: James Leach
 Art Editor: Lisa Nicholls
 Production Editor: Debs Cook
 News Editor: Zy Nicholson
 Writer: Tony Mott
 Designer: Wei Overton

ASIA

Advertising Manager: Dominic Beaven
 Senior Sales Executive: Jane Goldies

Advertising Production:
 Tracy O'Donnell

Advertising Designer: Claire Russell

EUROPE

Publisher: Jim Douglas
 Circulation Manager: Jon Buckley
 Managing Director: Greg Ingham

THE TYGERS OF PAN TANG

Editorial	Photography
Sean Atkins	Richard Robinson
Allan Brett	Rob Scott
Dan Avons	
Helen McCarthy	Lino & Scanning
Jason Brookes	Simon Chittenden
Neil West	Mark Gover
Siobhan Bilson	Nick Harvey
Cover Artwork	Brian Hook
Wei Overton	Jon Moore
Armsart	Chris Stocker
Wei Overton	Simon Windsor

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*Send your answers to: The Game Company, Super Play, 25 Monmouth St, Bath, Avon BA1 2BW, by 1 Sept. Say which card you'd like to win.

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Super Play comes from a lovely office, quite far from GamesMaster. Amiga Power, Total, CD ROM Today, Sega Power, Amiga Format, PC Format, ST Format, Edge, and the bouncing baby known as PC Gamer.

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'Look! It's the old man from scene 24!'

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Future
PUBLISHING

SUPER PLAY EDITORIAL



FROM THE BIG CHAIR

Right then. First things first. There aren't many games getting reviewed in this issue. We searched Japan, America and the UK and boy, has it been a quiet month for new software. The reasons why aren't hard to find; the summer months are always a little slower, and the emphasis with the software houses seems to be

moving away from the idea of 'release as much as you can' to 'take your time, but make sure most of what you release is good'.

And then there's the massive CES in Chicago. Everybody from the industry turns up there, and nobody wants to release games just before it; everyone saves their best until the CES so they can show off their products there.

So what we've done is review everything worth bringing to your attention and brought you some important features and previews. Games like Street Racer, for example. Merv Dine, the producer and chief designer of the game told us that the reason he can bring out a potential Super Mario Kart beater is because he's had enough time working on the SNES to really understand it and get the most from the machine.

It's true. Games like Street Fighter II, Starwing and Syndicate wouldn't have been possible a year or two ago because it takes time for programmers to learn how to squeeze everything from their machine.

And with 32-bit games like Donkey Kong Country coming along now, there's a whole lot more programmers will be able to learn about the Super Nintendo. Games like this will convince you you've got a new machine in front of you.

So although we go on about the Ultra 64 and stuff, our heart lies with the SNES. And if this is the sort of game we'll be getting, it looks like none of the new machines will be able to keep up.

What haven't I mentioned? Super Street Fighter II, that's what. Well let me say that it's a big game, and you can tell that Capcom have looked at every aspect of it during their updating procedure. But what do we really reckon? I'm not saying. Turn to page 32, to see our massive review to find out.

In the meantime, enjoy the issue!

James Leach

James Leach, Editor

Our full contents listing starts just over the page



REGULARS

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The world of Nintendo stretches from the Pacific right round the globe back to the Pacific again. Find out what's in it with our great news pages.

GAMEFREAK 72

You ask; we answer. Well, Jason Brookes, editor of *Edge* answers. And what a witty reply he consistently turns out to be. His replies really do sparkle.

MODE 7 74

Allan Brett, keeper of the Queen's Cheats and holder of the Royal Seal for getting past Bosses, leaves the Palace for a mo to share with us commoners his knowledge.

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The vastly popular Supermarket pages are packed with things to buy. There is some real-life human interest, too, with the messages that some folk put in.

PLAY BACK 80

Every day we pass round the letters that you send in. We laugh at the jokes, we weep at the sad bits and scratch our heads at some of the questions. But it's all good jolly fun, though.

WHAT BASTY? 84

Every game listed, rated, cut out and stuck to a wall in Exeter. And then they're returned to the magazine. Marvellous.

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More deals again this month. Order a back issue and win Steven Spielberg's beard-trimmer (unused, still boxed). Order two back issues and receive a deactivated Czechoslovakian tank!

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Films, films, films. They're all here. Well not all, actually. The cream of the crop of the latest releases are, though. So browse away and you'll learn something.

ABC: 50,578*

*Sales figure calculated by the ABC Panel in conjunction with the Publishers Association.

IRRESPONSIBLE PICTURES



For some more anime titles on your shelves! Use our guide to help you choose them!



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SUPER PLAYER'S GUIDES

SUPER METROID

The massive guide is here! It's a giant game, and we show you everything in it! It's the guide the United Nations have been waiting for!

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THE JETSONS

They're not the modern Stone Age family, they're the, er, futuristic Space Age family. And they get the full *Super Play* treatment.



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SEPTEMBER 1994

SQUARESOFT interview

In a Fantasy Quest Special, SquareSoft's head cheese answers our questions and tells us about what we can expect from the prince of RPG companies.



EXCLUSIVE!

PLUS!

You've got the hardware, now don't be soft and think hard about the software.

Better still, follow our guide to the best games for the Super Game Boy.



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SUPER GAME BOY

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KIKIKAIKAI



What do the Japanese think they're up to? This game may be beautiful, but boy! it's weird! Turn to our review on page 40.

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A Bee Team Production



BEAUTY & THE BEAST

The film had us weeping up the aisles. Will the game have us sweeping up the tiles? Sorry. We don't know what that means either. But it sounds nice.

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SUPER STREET FIGHTER II32

It's Capcom's biggest game to date, and their most famous. But is the 32-meg beat-'em-up really king of the ring, or is it another serving of the same dessert?



SUPER PLAY PROFILES

This month, we're being *Super SF II* folk.

James Leach

I'm Vega because: He is, of course, the big boss. And he wears large boots as well. **My special move is:** Picking up flimsy things and throwing them a short distance. **My favourite combo is:** Er, throwing the flimsy things. **But my weakness is:** Large and painful blisters on my feet from the pointlessly big boots.

Debs Cook

I'm Chun Li because: Lisa had already baggied Gammy. **My special move is:** Singing in the office (and dancing too). **My favourite combo is:** The Rolling Stones. Or any band you can hear the lyrics of. **But my weakness is:** Peppermints, strong tea and romantic candlelit meals in out-of-the-way restaurants.

Zy Nicholson

I'm Sagat because: I like his style. Any man who shouts 'Tiger!' a lot must be good. **My special move is:** A sort of sideways shimmy towards the park on hot days. **My favourite combo is:** Strawberries and ice-cream, (on hot days, of course). **But my weakness is:** My easy-to-break glasses, apparently.

Tony Mott

I'm Fei Long because: He's the most mysterious. **My special move is:** Making cat-like mewling noises. **My favourite combo is:** A gentle punch in the throat, followed by a kick in the ear. **But my weakness is:** I'm quite easy to stun. Debs did it with a typing stool to the temple yesterday. Out cold. I was.

Lisa Nicholls

I'm Gammy because: It's pretty obvious, isn't it? **My special move is:** Putting Nancy Griffith on the stereo when no-one's looking. **My favourite combo is:** Stroking Neko and tickling his little ears until he purrs. **But my weakness is:** A basketful of kittens with their faces peeping out the top.

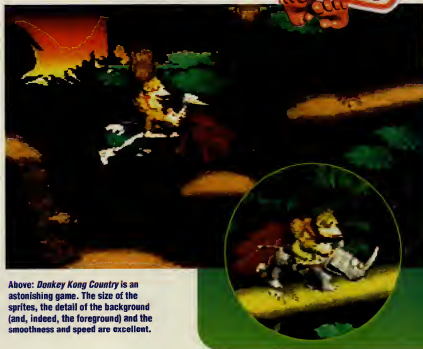
Wil Overton

I'm Ryu because: He's Japanese and skill. **My special move is:** Painting mobile suits and playing *Secret of Mana*. **My favourite combo:** Chicken salad and mayonnaise. **But my weakness is:** Lum from *Urusei Yatsura*. Or possibly Annapurna and Unipuma from Tank Police.

SUPER

NEWS NETWORK SUPER NINTENDO NEWS

Unveiling its forthcoming games at the Consumer Electronics Show in Chicago, Nintendo has taken the show - and its rivals - by storm.



Above: *Donkey Kong Country* is an astonishing game. The size of the sprites, the detail of the background (and, indeed, the foreground) and the smoothness and speed are excellent.

Below: We asked Mr Brownlowe, keeper at Monkey World in Dorset, what he thought. He responded, 'We're open from nine 'til six throughout the summer. Kids under three get in free.'



With Ultra 64 unlikely to appear before the end of 1995, Nintendo had been subject to criticisms that it was falling behind its competitors in the race to dominate the home console market. With previews of software for the SNES and Project Reality on show, however, Nintendo's line-up for the rest of '94 stole the entire show. There was little to match it from rivals Sega and Sony, whose token presence and lack of next generation gameware on display merely served to turn the tables on them.

Discussing the future of Project Reality, a Silicon Graphics spokesman claimed that it was 'on budget and on time', although it still wouldn't appear before the autumn of 1995. A new name has been announced, too: from now on, the console will be known as the Nintendo Ultra 64.

Undoubtedly a star of the show was *Donkey Kong Country*, a startling new development which features the sort of 3D graphics promised by the 32-bit 'next generation' consoles. Indeed, many journalists believed

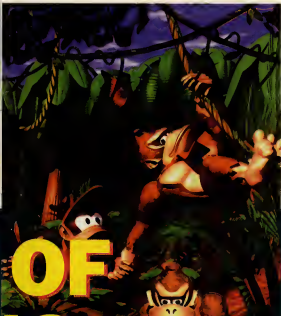
EXPRESS

NETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO

So are 32-bit games the future of the SNES? Kim Wilde seems to think so. And Brian Cole.



With graphics and gameplay like Donkey Kong Country, we're prepared to bet on it too.



THE FUTURE OF VIDEOGAMING REVEALED!

they were watching an Ultra 64 demo when the game was revealed, but there was audible surprise when Howard Lincoln announced that 'the game you have been watching is Donkey Kong Country, for the SNES.'

Just as surprising was the revelation that DKC doesn't rely on any fancy 24-bit super FX chips or hardware: instead, it is a result of some immensely clever programming techniques that exploit the true capacities of the SNES.

The game was written by Rare Design, who used the Alias software tools described in *SP22* for a process known as ACM (Advanced Computer Modelling). Running on Silicon Graphics hardware, a design tool called Alias PowerAnimator™ was used to create the 3D sprites that would appear on the SNES. Subtle lighting effects were then added with the Alias Digital OptiFX™ package. According to Tim Stamper, managing director of Rare, 'we've expanded the horizons of conventional game design with custom effects created using Alias' open architecture.' Nintendo has acquired a number of these development tools and will be making them available to third-party game

developers. NBA Jam publisher Acclaim has already been supplied with one, as they plan to start work on new titles for the Ultra 64.

Two Ultra 64 games were also revealed to an elite press audience: *Killer Instinct*, produced by WMS (the originators of *Mortal Kombat*) was a slick-looking beat-'em-up with 3D characters. Instead of taking the *Virtua Fighter* route of generating them from polygons, this uses 3D shaded sprites in a style similar to DKC. It also showed some originality in terms of environment and the moving viewpoint, through which a fight could move around the highly-detailed locations. *Killer Instinct* will debut in the arcades this autumn.

The other offering, *Cruis'n USA*, was a driving game that, whilst not quite matching the update rate of *Ridge Racer*, certainly outperformed other arcade driving games in terms of playability and variety.

The message given by the Summer CES was clear. Not only is Nintendo set to remain a major contender in the video games field, but the 16-bit machines will continue to dominate the game scene for a long time to come.

SUPER PLAY COMMENT

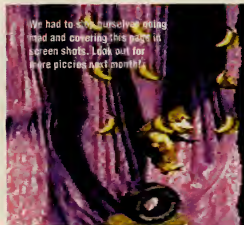
When *F-Zero* first appeared, people looked at the SNES and gasped at its possibilities. So little of that potential has been fully realised, although glimpses of it could be caught in the graphics of games like *ClayFighter* and *Mortal Kombat*, or the sound of *Secret of Mana* and *Actraiser 2*. This latest example, in the shape of *Donkey Kong Country*, could put the SNES back on course, simply by forcing the public's expectations higher. And remember, with a market of something like 30 million SNES owners already established out there, doesn't it make sense to invest in a 16-bit game that every SNES owner will want to buy, rather than a CD game for a young and struggling next gen console?

SUMMER
CES
'94

NINTENDO'S N

DONKEY KONG COUNTRY

Without a doubt, the Consumer Electronics Show of Summer 1994 belonged to Nintendo. Even with Ultra 64 a long way off, the big N boasted bigger and better games than any of its so-called competitors. There was also plenty to suggest that, far from being made redundant, the SNES is still Nintendo's most important hardware format. Just to prove it, here's a special look at their forthcoming software releases.



We had to cut ourselves a real mad and covering this part of screen shots. Look out for more pictures next month!

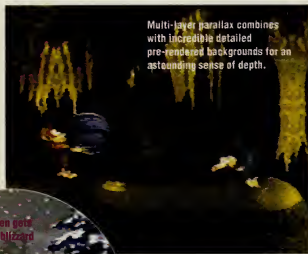
It's no exaggeration: you really won't have seen graphics like this on a SNES before.

Come to think of it, you won't have seen graphics this good on any CD-based machines either. The problem with these screen shots is that, as static scenes, they really don't begin to capture the look of the game in full swing. The sprites are fluidly animated, making them appear so round and solid that you'll imagine you're controlling a scene from an Aardman Animation rather than a game character. Quite how they've achieved the effect is a bit of a mystery, too: take one look at the foliage in the jungle, or the pale mist that drifts eerily through the mine sections, and you'll swear blind that the SNES simply doesn't have the pixel resolution to manage it.

Not content with one miracle, Nintendo have somehow squeezed some incredibly atmospheric music in there as well. The dreamy ambience of the underwater level was our favourite, with full use made of the stereo sound capacity.

This time around the big ape has been joined by a monkey sidekick, Diddy Kong, and between the two of them they take on bees, vultures, sharks and crocodiles in a platform romp. Barrels play a big part once more — if you're not jumping them or throwing them, you're rolling on them or being blasted from them like a simian cannonball. *Mario* fans may be disappointed by the fact

that, underneath the frills, *DKC* looks very much like a standard platformer without the complexity and longevity that made *Super Mario World* such a superb playing experience. It also seems to lack the weird mushroomy edge that distinguishes Japanese games from their Western counterparts (remember that *DKC* was created by Rare Design, a firmly British company based in a Warwickshire farmhouse). We share those concerns, although we have to say that, even at a cursory glance, *Donkey Kong's* barrel-rolling, lina-swinging rhinospurring antics promise a lot more than the



Multi-layer parallax combines with incredible detailed pre-rendered backgrounds for an astounding sense of depth.



The snow even has texture as a billion particles!

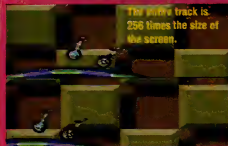
average fare. No less than 28 people have worked on *DKC* — the biggest team ever assembled for a single Nintendo project.

Graphical data eats a lot of memory, of course, and *Donkey Kong Country* weighs in at a hefty 32 Mbit. However, NOA have indicated that *DKC* will be released in the US in November at a price of \$69.95. That suggests a competitive UK price of £49.99, despite its cart size.

UNIRACERS

DMA Design's offering uses the same ACM process as *Donkey Kong Country* for its frilly splendour, achieving the effect through the deft application of pre-rendered sprites. No less than 6,000 frames of animation go into making the little unicycle character the most fluid you've ever seen.

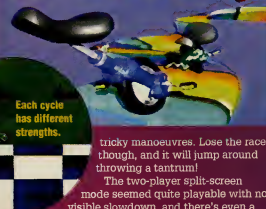
Whilst it's nowhere near as ambitious



The pipe track is 256 times the size of the screen.

as *DKC* in its graphics and sound, the finished image is just as impressive. The best comparison we can make is to a computer-drawn cartoon: if you've ever seen a John Lassiter animation like *Red's Dream* then you'll have a pretty shrewd idea of how the game's unicycles look and behave. Fast, slick and with a life of their own, the *Uniracers* zip around a smooth-scrolling pipe track that spirals, jumps, loops-the-loop and performs other stomach-twisting roller-coaster features. Points are awarded not just for finishing the course in a good time, but also for pulling stunt moves and

UNIRACERS



Each cycle has different strengths.

tricky manoeuvres. Lose the race, though, and it will jump around throwing a tantrum!

The two-player split-screen mode seemed quite playable with no visible slowdown, and there's even a

NEW GAMES LINE-UP

SUPER PUNCH OUT!!

If you were a boxer, you'd give yourself a suitably tough moniker wouldn't you? Something classic along the lines of 'Bruiser' Bates, 'Mauler' McGraw or 'Rips his opponents' eyebrows off with his teeth' Rogers ought to do it. But in the original *Punch Out!!*, the decade-old Nintendo arcade hit, your character's name was 'Glass' Joe. Not exactly confidence-inspiring is it?

But never mind about that - what you need to know if you don't remember the game is that it was great fun. Taking a behind-you-fighter view it set you up against a collection of off-beat opponents, with flexible controls including a big green knockout button which you inevitably hit too hard after getting carried away, bruising your palm. *Super Punch Out!!* carries over some of the original fighters including the fat, hairy Bear Hugger and the nimble chest Dragon Chan but the graphics have seen a major overhaul with a less pixelated overall look and a proper translucent effect for Joe rather than the green wire frame original.

It's all played to comic effect rather than travelling the serious *Legends Of The Ring* route, but we think this title will give the fighting game genre a welcome shot in the arm. Oh, and the NES conversion in 1987

included the legendary 'Iron' Mike Tyson, but he won't be appearing in the SNES version. Strangely.



TETRIS 2

Although this might seem like a fairly unexciting prospect to some of you, especially if you've seen *Super Tetris 2 - Bombliss* or *Tetris Battle Golden* on Import, it's worth pointing out that a Super NES version of *Tetris* has never been released in the West.

The basic game remains essentially

tournament option for your mates to join in. As with *DKC*, these static screen shots can't hope to capture the fluidity of the game in action - they look a bit dull, in fact - but we have high hopes for its actual playability and addictiveness. The game is still far from finished at this stage too, so we'll bring you a bigger preview before its release this Winter.



intact, but *Tetris 2* offers a two-player mode and some presentational frills that play to the whole affair. The backgrounds for each level are decidedly eccentric, giving way to some between-stage 'cartoon' sequences intended to enhance the simplistic nature of the game's original premise. *Tetris 2* gets its US release this month, and should appear in the UK around Christmas.



TIN STAR

Super Scope owners are probably feeling they were sold short when they bought that peculiar plastic bazooka - there hasn't been much in the way of quality software for the device since Yoshi's Safari last year.

Tin Star may change all that, however. Designed by Software Creations (the people behind *Fiki* and *Equinox*) this clever and amusing shooting game follows the adventures of a robot sheriff in a mechanised Wild West scenario. Whilst *Tin Star* jumps around the screen in platform game fashion, the player must guide his sights around the screen (using super scope, joypad or mouse) to pick off marauding bandits and gunslingers. The graphics are highly stylised and, at times, reminiscent of a Bob Godfrey cartoon. Some of the wilder bosses would look at home in Henry's Cat, and the smiley sun in the background is straight out of *Rhubarb* and *Custard*. Best of all, the game holds lots of little surprises and details, half of which you won't notice until you've played it to death. And then some.

Now this is odd. In Japan, Natsume's forthcoming *Wild Guns* also features cowboys and robots in a shooting game. What a coincidence of cultural confusion, eh? We'll sneak a look at the US version of *Tin Star* when it appears in November.

Try shooting distant rocks...



I can't wait!

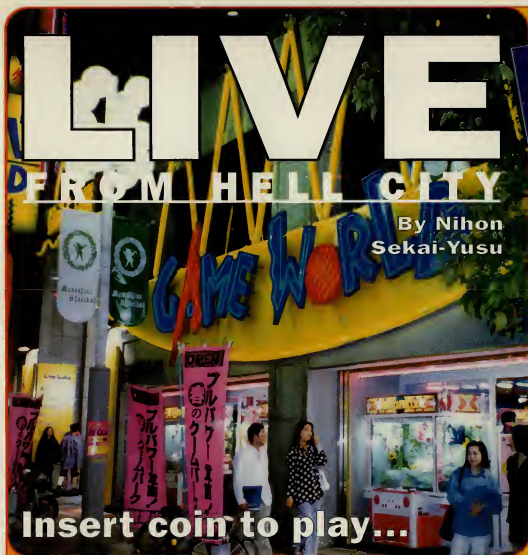
These US release dates, although unconfirmed, are unlikely to change. Nintendo of America will spend 185 million dollars on marketing these games in 1994, with a \$10 million advertising campaign for *Donkey Kong Country* alone, so they'll be sticking to a pretty tight schedule. Expect to see PAL versions of these games appearing in the UK around Christmas and New Year.

July 94	Stunt Race FX
Aug 94	Tetris 2
Sep 94	Illusion of Gaia
Oct 94	Uniracers
Oct 94	Super Punch-Out!!
Nov 94	Donkey Kong Country
Nov 94	Tin Star
Dec 94	Wario's Woods



LIVE FROM HELL CITY

By Nihon Sekai-Yusu



Insert coin to play...

Ever wondered what you'd find in a Japanese arcade? Expatriate Trocadero veteran Jake Arnold goes underground in coin-op county.

Giant Puyo Puyo screens! Expert players often sit in these seats for hours at a time, so comfort and viewing ease is all important.



Forget loose change – just slip this game card in the machine (above). The arcade's own guide book tells you what's hot in this week (top right of page).



Welcome to Shinjuku, a district of Tokyo that's home to the Yakuza (those tattooed gangsters with missing fingers), City Hall and Japan's most confusing railway station. It also boasts a motley collection of Tokyo's only skyscrapers – it's supposedly earthquake-proof land in this region – and a maze of tiny restaurant-lined alleys. There's enough neon here to leave a permanent after-image on your retina. During the day Shinjuku is a busy shopping area but at night the population here practically doubles, as hungry Tokyoites and tired workers come to enjoy the food and entertainment. Here's a little taste.

First stop on tonight's games-&-gastroonomy tour is Taito Game World, seven floors of electronic heaven just two minutes from the station. Pausing only briefly on the ground floor for a nostalgic look at the red mini (you don't normally see them over here) I head upwards, upwards through the roar of driving sim land and the click-clack of Speed Hockey to level six, serious gaming zone. Diving through the peppy gates I gladly purchase my game card (easier to carry and, bless their cotton socks, easier to hit the continue button for more credits) and set to work satisfying my gluttonous nature on the machines. Satiated I drift upwards. Seventh Heaven...

The Japanese attitude towards electronic consumer goods is that when a new model appears you immediately buy it and chuck out your old one – even if the old one was still perfectly good. On my way to work I pass an electronic rubbish tip piled high with dinosaurs of Japanese technology. Stacks of 35" TVs, fridge freezers and microwaves which wouldn't look out of place at next year's Ideal Home Exhibition have become urban geography. Just something to lean your bicycle against. Unusually, this attitude is definitely not carried over to video games: old friends can be found quietly rusting in the corner of even the smallest game parlour. There's a



special place set aside here for Tank Force, Volfed, Circus Charlie, Cameltry and even good old Space Invaders (which has rocketed into the SNES charts this month). I indulge myself for old time's sake but there are too many vacant faces and glazed expressions around here for my liking. I scarper.

Hurrying out into the crowd I decide to give myself a rest before more snacks and head off to the Main Square for some live entertainment. There's a couple of bands blasting out blues and punk within ten metres of each other, in true Japanese fashion. There's plenty of space so it's either that both bands are vying for the central spot (smacks a bit too much of flagrant exhibitionism to be Japanese really) or, far more likely, it's a case of courage in numbers. Most of the crowd digs the music, some are just snoring in time. The Square has inhabitants that never leave, seemingly.

Entering familiar territory I am briefly distracted by an unearthly vision in an otherwise nondescript corner. A godly message, perhaps to cease my wanderings and play some video games? No, of even greater spiritual significance that that... It's a beer vending machine and my coins drop into its heavy chest with a reassuring clunk. As Homer Simpson once put it: 'mum, beer'. I raise the Asahi Super Dry to my lips and utter a mental prayer to the sublime generosity of the Japanese God of 24-hour Vending Machines.

My fingers are tingling as I once again pass through the tunnel of light into a popular haunt - 'Game Plaza', where in the basement I meet another old favourite, Capoom's *Forgotten Worlds*. We share a ¥100 waltz which ends as it so often does, too early. Cursing loudly and pulling my best Blanka expression I turn away only to be faced with a smiling couple who offer commiserating looks. How embarrassing. I slope out, stopping at the information counter for the Game Plaza's souvenir plastic bags.

The Pink Flamingo 'Game Centre and Karaoke Bar' (I) is my final stop and was my local flegpit for a month. In it I became hopelessly addicted to a submarine shoot-'em'-up on which I've never got past the first level boss and which I hope they have now

destroyed. This arcade boasts the quickest waitress service in Shinjuku - in the vast majority of Japanese arcades, free iced orange juice arrives at your console before your first coin hits the cashbox. I relax and spend my last few yen on *Dungeons & Dragons™ Tower of Doom*, still a big star here in Japan and the best RPG-flavoured hack and slay game I've ever seen or played. I'll pass on the Karaoke tonight, I think. Time to return from whence I came (my flat in a *galjin* house), for the trains stop at half past midnight, so do the games.



How do you make a driving game more realistic? Play it in a car, of course. If I could just find the keys.

It's not just for grannies here. As a dozen SNES carts justify, the Japanese love to gamble on the gee-gos.



Shinjuku really comes alive at night, when food-and-fun venues like this start draining the Japanese National Grid. And you're right - that does say 'Philadelphia' in Japanese...



A giant pop-up pirate, too! This one's a real aerobic work-out when it gets going - just make sure you don't hit any innocent bystanders with that cutlass.

MEET MR LOGIC

Japanese arcades are much more involving at a local level. It's usual to find a group of gamers gathered around the most highly-regarded slots, of course (right now in Shinjuku it's *The Night Warriors*, a smart beat-'em-up that's attracting the crowds) but there's more to it than that. Many arcades arrange challenges and championships to attract the hardest, meanest button-pumpers in town - like, er, this fellow on the left. I charted his progress through a gruelling tournament and, after a gruelling final round on *Virtua Fighter*, he emerged victorious. His games skill was unparalleled. We reckon we could have him in a scrap, though.

FANTASY QUEST

Squaresoft's main man and translator of *Secret of Mana*, Ted Woolsey, talks to *Super Play* about life, the universe, RPGs and everything. But mainly he talks about RPGs.

Q Up until the release by Nintendo UK of the insanely great *Secret of Mana*, European players will only ever see the wonder of Square games by obtaining grey imports cartridges. Is this the start of more officially released Square games to come, or a one-off deal purely for the launch of the *Secret of Mana*?

A No, there are definitely more Square games planned for release in Europe. This process of releasing through other people is pretty much the same strategy that our parent company in Japan used when first breaking into the American market. They didn't set up a company here straightaway and market our games direct, instead they licensed the first 8-bit *Final Fantasy* game to Nintendo and eased in to the US market gradually. I'm sure that this is the same strategy now but in Europe.

Q So it would seem likely that Squaresoft's presence in Europe will increase, maybe until a Squaresoft Europe is established?

A Well that would seem sensible because the European market is very strong and it looks likely that it will only increase, but I think it's too early to tell if there will be a Square office set up. Either way, the games will keep coming though...

Q Tell us about your relationship with Square of Japan. Do you choose which of their games will be translated into English, or do they tell you?

A It's getting more to a point where we do actually have a lot of control. In the early days - about five years ago - titles were selected in Japan for American release, 'localised' (translated and re-jigged for the new audience) and then shipped over for release. But at the end of this month, I'll be going over to Square in Japan to take a look at all the titles in development and hand-pick which games we're going to release in the US and Europe over the next year.

So more and more we're having a hand in deciding which games make it out of Japan.

Q And this responsibility will increase, right?

A Absolutely.

Q Things are really on a roll for Square right now. It seems that *Final Fantasy* is now a serious rival to *Dragon Quest* for the crown of most popular RPG series in



Secret Of Mana: will we ever see its like again? Well, according to Square, the answer is a big and welcome yes.

Japan. In America, though, Enix still has a loyal following. Do you think the next few releases from Square will consolidate your position as leader in the field? Do you feel you are in a battle with Enix?

A Hmm, not really. It's funny over here in the US because role playing games are such a small slice of the overall videogaming pie, the following is still very much a minority of gamers. Our research has shown that if someone has a positive experience playing a role playing title, then they want more. So people who like, say, a *Dragon Warriors* title seem to like Squaresoft titles as well. I know that there are big sales battles going on in Japan between Square and Enix, and I think that they actually have some sort of agreement not to go head-to-head with the release of similar titles and to make sure that both Square and Enix have enough space, but over here in the US it's a whole lot more relaxed.

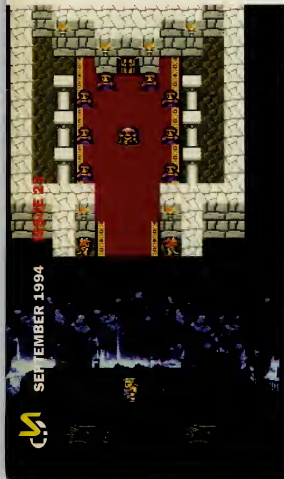
Over here I really don't think that it's a negative thing to have two very strong RPG lines.

Q You're saying that yourselves and Enix are actually doing each other favours: making sure that RPG fans have a decent supply of quality titles enabling the genre to grow and gain more support?

A Yeah, absolutely.

Q Do you take much notice of releases from other companies, and follow gaming trends? Or does Square stick to its own guns and try not to be swayed by current trends?

A No, no - in this day and age it's impossible to shut your eyes and ignore what's going on



SY

by Neil West



SPECIAL

around you. We're very careful to look and watch what's coming out and when stuff's being released also.

Q On a scale of one to ten, how tough is it to translate Japanese games into English?

A Let me put it this way, it's a lot more difficult than it seems! Our avid following here in the US is constantly saying to us, 'look, just what is your problem? Get the games out faster!', they have a real problem with this. But they don't understand that here are severe limitations - as everyone who's played a Square game will realise - with size, it's just so tough squeezing the translated text into the game. What this means is that you have to rethink an entire plot without actually changing any of the parameters that govern how the plot has implications on the rest of the game. So inevitably some depth is lost in the translation from Japanese to English.

Q How much is lost?

A Well, as far as simple text is concerned, I would say that you can get twice as much information into the same space when written in Japanese as you can writing in English. But it's the process of making sure that what you're left with still makes complete sense, that's the real time consuming problem, even after you've stretched and pulled all the text windows until they are as big as possible. Also, with some titles - like the *Secret Of Mana* - there's no order to the messages. As a result it's very difficult to get any sense of storyline when you're trying to do the translation; all you can see at any one time are a bunch of disjointed text windows. It's actually very difficult keeping all the plot lines and story elements in your head while working out what can be lost and what needs to be changed.

Translating Japanese can be a completely frustrating task!

Q Aside from the basic difference in languages, do you experience a lot of problems when you're dealing with distinctly Japanese cultural points or cultural references?

A Oh yes. And a lot of the problem lies with the basic expectations of the gamer. Japanese RPGs come from a textual background; from short stories, Manga and novels. In Japanese literature, typically, the need for a strong beginning, middle and end is not that great. The Japanese



Clockwise from top: The mighty *Final Fantasy VI* in its native Japanese form; the much-loved *Final Fantasy II* which is the only true member of the series to see a Western SNES release; *Final Fantasy: Mystic Quest*, developed in the States and the only official UK Square release so far.



tend to favour the episodic elements of an adventure; brief jaunts off on side-quests which bear no relation to the main game are welcomed in Japan, but here in the US – and I guess in Europe too – players tend to react like 'Now what was all that for? What a waste of time!'. So in some ways it's difficult to translate a game that was designed for the Japanese market because the gamers themselves are very different – it's not just that they speak a different language.

Q So how do you deal with this kind of problem? Do you have the facilities in the US to restructure a game to suit tastes outside of Japan?

A Well we have the know-how – that's not a problem – but we're really up against tough time constraints. In a perfect world, we would take the beautiful graphics we get from Japan and completely dump all of the code that stipulates when an event has to happen and how it occurs. We would go back in and tailor it to the audience here.

But back in the real world we simply don't have the time or resources to do this. We have to take it exactly as it comes and simply dump the English translation into the original game.



RPG heroes certainly know their onions when it comes to transport. You just can't beat Flammie or the ship from *FFII*.



people will dabble in action games, such as *Zelda*, but they always actually prefer the slower-paced, more strategic traditional games. We receive telephone calls from strange people many years after a game was released, calling to find out if the game hero ever got married! Now these are real maniacal players.

The action/adventure players, however, are larger in numbers and the demographic is different. They tend to be younger and like the

translation becomes out of date practically as soon as I've completed it. The people who write these games work right until the last minute to hone the text to perfection, and as the text changes then so does the graphics, the timing of animated sequences and indeed the story line. So it really does pay to wait until the game is done and then jump in and get on with it.

Q How do you co-ordinate the dialogue with hundreds of different characters?

A I play the finished Japanese version about three times then, having video-taped all the appearances of characters, I'll sit down and work out a translation that seems to work in English but will also work with all the original Japanese source code. Then, if there's time, I can start adapting the game more to non-Japanese tastes.

Q *Secret of Mana's* wide appeal might be put down to its action-based combat, players don't have to worry too much about weapon stats and the like if they don't want to. Many older gamers prefer turn-based combat, however, and the slower, more involved plots. Which do you favour? Are there more action RPGs on the way from Square?

A Well, *Secret of Mana* 2 will be an action/adventure title as will our first US-developed game; both of which are currently under development. This US game is being done by Americans, for Americans, so it would seem logical that it will follow the more popular action/adventure format.

As regards which is the better system... Well, there are manual players of the command-driven RPGs and these

idea of jumping straight into the action with a sword in their hands; it's an empowerment issue – you get to go out there, start whacking things and it feels good!

Q So I guess there's always a compromise to be faced when putting a game interface together or designing a combat system. Do you appraise the diehard fans who like to 'go deep', or make the game more accessible to a larger audience?

A Exactly. It's definitely a trade-off and it's a tough one. But I think *Secret of Mana* went a long way into bringing more RPGs into the mix than perhaps, say, *Zelda* which is more predominantly a straightforward action game.

Q You must be very pleased with the reception to *Secret of Mana*. This game has caused jaded reviewers to blush with joy, with its sumptuous graphics and perhaps the greatest musical score of any Super NES game ever. Did you know it was going to be such a success?

A Well, no – there's an interesting story here in that that *Secret of Mana* was originally scheduled as a CD game for the Sony CD-ROM SNES add-on that never appeared. So it probably would have been much longer, and I think that when you play it you can get a sense of areas where it seems that something might be missing... But the team working on it turned it back into a cartridge game and I think they did a wonderful job; certainly the graphics speak for themselves.

But as to whether we knew it was going to be a success, well no. In Japan, the game certainly didn't sell very well up against the *Final Fantasy* series (which was in its sixth iteration, whereas *Secret of Mana* was starting off with no momentum) so no one was expecting the runaway hit that it's turned out to be.

Q Is there anything missing from the English version?

A No, just some things have been altered for sake of space.

Q *Final Fantasy VI* is going to be released as *FFIII* in the US, with *FFV* being held over 'til 1995 to be released as a separate game. Could you explain this decision, and tell us about the games themselves?

A The *Final Fantasy* series basically has two separate tracks: the old series (*FFV*, *FFIII* and *FFVI*) are controller command drive games, whereas the even series are more story line driven games. As for

FFV though, well although we're sure it's a great title it hasn't been a hit with too many people in our focus groups, although experienced gamers loved the complex character building – it's just not accessible enough to the average gamer. But, we've determined we want to release it so we're going to wait and introduce it once there's a larger audience for its particular style. Hence the wait.

Q So you'd still keep the graphics!

A Oh yes! While the actual game code maybe in no way superior to stuff generated in America or Europe, the Japanese do have a beautiful sense of style and I think the games (especially *Final Fantasy III*, which is *FFVII* in Japan) are absolutely beautiful with scanned images overlaid on built-up graphics.

Q So how do you go about actually translating a game? What process is involved?

A I was given just 30 days to translate the *Secret of Mana* text. This meant that I had to fly out to Japan for a month with my wife and kids and just get on with translating the original scripts practically just as soon as they were completed. There's really no time to do justice to these games.

Q So do you normally wait until a game is finished before starting on the translation or work side-by-side with the people writing the original story line?

A No, I usually wait for a finished product and that's because if I jump in and start taking on text before the game is finished, there will inevitably be so many – countless – revisions and rewrites of the original that my



Q Is there a finalized name for FFV yet?

A The tentative, working title at the moment is *Final Fantasy Extreme*. But this could always change...

Q FFII also had some changes (we've heard rumours about the dancers stripping off in the original). Tell us about those, go on.

A Well, there's a level of playfulness and - dare I say - sexuality in Japanese games that doesn't exist here [in the USA], basically because of Nintendo of America's rules and guidelines. And this includes little characters that take their clothes off, or show their bottoms or chests - that Nintendo won't allow over here. I guess the aesthetic in Japan is perhaps similar to that found in say France or Germany, where you might see more people nude sunbathing or - in magazines perhaps - see more 'anatomical' shots. I mean, in the original there was nothing shocking - there was no sex or anything - but what there was Nintendo didn't like so we had to remove it.

Q Maybe the new, more lenient Nintendo would now allow this...

A Yes, it's certainly possible that in the future there will be a completely uncensored version released.

Q Square has picked up Capcom's *Breath of Fire* for translation and a US release is planned for August of this year. What prompted you to make this move?

A Actually Capcom approached us. They had a very busy schedule [that included at least two RPGs] so simply didn't have room for it. And we loved it, and knew it to be something our audience was dying for...

Q What about *Romancing SaGa*? Have you any plans to translate this? It did remarkably well in Japan, and its similarities to the FF series would make it extremely popular with fans of those games...

A Oh yeah, I'm sure it would be great but unfortunately it all comes down to a manpower issue and we really don't have the resources to do it. For every person put onto the job of restructuring a game for an English translation it means one taken off the development of *FFVII* or *Secret of Mana 2*. So no, unfortunately, I can't see the *Romancing SaGa* series making it over here.

Q A new 16 meg RPG called *Lha A Lha* is shortly to be released in Japan. Have you any plans to bring

this over too? We understand that it contains a little strategy game called *Caplain Square*, and few strategy games have made it to the West.

A Oh, yes this is a great game. It's been designed by one of the team behind Hanjuku Hero from a couple of years ago and it's basically seven games crammed onto one 16 Meg cart - so each are graphically quite simple, but great games.

The trouble is that up against *Mortal Kombat*, for example, gamers really demand more visual sophistication - so it's fairly doubtful that we could ever sell enough to get our money back.

Q That's a shame. Maybe one day the audience will be big enough to make it worth while. Just one last thing: the faces that appear in the backgrounds of a lot of your games - what are they all about, is there a hidden message here?

A Everyone seems curious about the faces! But no, there's no hidden meaning, satanic messages or anything - I guess it's just our artists' sense of bizarre humour coming to the fore. Actually, in one of the deep dungeons in *FFIII* there was a room that contained the entire programming team. Unfortunately that was one thing that just didn't make it across to the US version. Nintendo didn't seem to appreciate it.

Sports: Well, here's wishing you the best of luck with your future titles Ted, and pick out some good ones for us when you visit Japan. Thanks very much for your time.



BATTLE OF THE GIANTS

Japanese RPG fans really are spoilt for choice, with new titles appearing over there on an almost weekly basis. The two big guns, however, are the *Dragon Quest* and *Final Fantasy* series, overshadowing other releases on reputation alone. In the two-horse race which exists, Enix are maintaining their challenge by the clever use of a certain Akira Toriyama. He's the guy who single-handedly created the *Dragon Ball Z* phenomenon, and he also handles the character designs in *DO*. Once the predicted RPG explosion kicks off in the West, you can be sure that we'll see a translation of the forthcoming *DOG* too.



Left: Tins, the lead character in *FFV*, takes a breather. This first level is a village in which she can make use of joyed training lessons nearby, much like the US *FFII*. Sadly, *Warrigway* doesn't seem to appear. We miss him.

ONE UNDER THE SAME FLAG

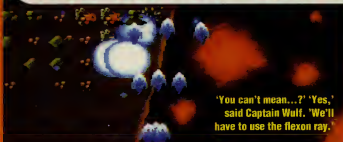
Square aren't afraid to pitch in with fellow softies, as is evident by their involvement with Halken on *Alcahest* and with Capcom for the upcoming *Breath Of Fire*. Most importantly, however, are the recent rumours which talk of a Square/Nintendo co-production currently in the works. Imagine the game mechanics of *Zelda* coupled with the depth of something like *FFVII*. We're tracking this development very closely so keep your eyes on *Fantasy Quest* in the coming months for the full lowdown.

Far left: Capcom's wondrous *Breath Of Fire* of which we'll have a full review next issue. **Left:** *Alcahest*, a rather obscure import which has its moments but generally lacks depth.

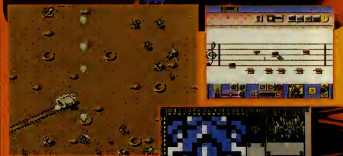


THE SHOOT-'EM-UP CONSTRUCTION KIT

ATHENA



"You can't mean...?" "Yes," said Captain Wolf. "We'll have to use the flexion ray."



These shots demonstrate the results you can achieve with background music, sprite-shifting sprites (right) and zoom (left) effects (far right).

Now here's a glimpse of something that could appeal to the budding games designer. As the popularity of the Action Replay demonstrates, most of you like to experiment with codes to modify your games in some way or other.

Unfortunately, you can't hack away on a dedicated games console as you can on a home computer — but a new cartridge from Athena may begin to give you a taste for creating your very own games.

The shoot-'em-up construction kit isn't a new idea by any means — indeed, Athena produced a similar cartridge for the NES last year — but this is the first of its kind to hit the Super Famicom. At the heart of the cartridge is a basic skeleton program which handles screen scrolling, sprite movements and collision and detection.

However, it's down to you to design the sprites for ships and weapons,

choose the backgrounds and plan the enemy attack patterns. There's even an option to use Mode 7 scaling and rotation effects on your own efforts. Although it comes with a pre-stored game already designed by Athena, you can save your own works of art to a powerful battery back-up.

The level of control you have over the game is impressive. Sprites are designed pixel by pixel on a magnified grid, and you can see the finished object coming along as you work on it. Weapon effects can be as weird and powerful as you wish to make them, and it's down to you to decide the rarity of power-ups. You can also play around with the musical score on a sound editor. It won't enable you to build anything as ambitious as *Assault Suit Valken* or *Axelay*, of course, but this new level of interactivity with your SNES is something we applaud wholeheartedly.

We'll be getting hold of a cartridge as soon as it appears, so watch out for more details in *Super Play*.



MR TUFF SCI

The grim depressing future is already upon us — and it doesn't look good for Mother Earth. Humanity, having tossed one too many burger boxes onto a once-verdant Eden, has departed for the stars in search of a cleaner and less polluted planet. In our absence, the world's destruction at the hands of rogue military robots seems inevitable. Cripes.

Nevertheless our eponymous hero, a demolition droid called Mr Tuff, has other plans. Determination is his middle name, and he intends to take on the boss war droids at their own game.

Oh alright. Despite the elaborate justification, what we're building up here is that *Mr Tuff* is yet another platform game in which you must guide an anthropomorphised bot through 40 levels of monsters, traps and secret bits. What interested us when we played it, though, was the impressive range of power-ups and vehicles at Tuff's disposal. Flexibility is his, er, other middle name, as he can kit out with rockets, flame throwers, drills, submarines and more.

Mr Tuff will be finished and on the shelves in a couple of months, so expect a review around then. Mr Theodore Determination Flexibility October Release Tuff, they call him.



Asimov's *Three Laws of Robotics* doesn't hold much sway in the world of Mr Tuff.

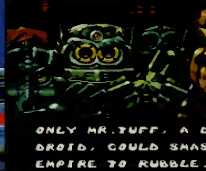


UNABLE TO STAY ON A DYING EARTH, THE HUMANS SET OFF FOR UTOPIA...



Then again, it looks as if all the robots have 'gone frankenstein', as author John Sladek described it in his highly-

recommended novel *Tilt-Tek*. They're a motley bunch of bots, these military models.



ONLY MR. TUFF, A DEMOLITION DROID, COULD SMASH THEIR EMPIRE TO RUBBLE...



FANHUNTER

You'll find no finer fanzines

By Zyr Nicholson



GAP

I briefly mentioned this back in SP21 – perhaps you could spot the tone of excitement in my voice? – and I'm now happy to report that it fully lives up to my expectations. Readers may remember Onn Lee's previous fanzine, *Electric Brain*, which achieved national newsstand circulation after

being bought out by a company called Space City Communications. SCC went into liquidation three issues later, alas, but we're happy to see that Onn hasn't lost his enthusiasm for the games scene.

GAP pretty much follows on where *EB* left off – in fact, I believe the Lewis Logardis item on sound systems has been held over from *EB* for a year – but it's a more solid, focused read this time around. The writers know their stuff, and I wouldn't be at all surprised if some of our rivals stole hits from GAP's extensive news coverage. Quite frankly, it puts them to shame. As well as the SNES you'll find information on the Sony Playstation, Jaguar, 3DO, Saturn, PC-E, Neo Geo, MD and Game Boy. 'Sorry, but we won't be covering Commodore's CD32, Philips' CD-I or the TXE Multi-system, as they are... to put it plainly... crap.' I had to quote that bit *hyuk hyuk hyuk*. For your money you get 50 pages of black and white pics, authoritative text and plenty of scanned screen shots to accompany the reviews.

My only reservation is that, with a 486sx and Quark Xpress at his disposal, it's a shame that Onn didn't run the final draft copy through a spellchecker too. It could do with a touch of cut-editing. Quibbling aside, I strongly recommend you hold your bulging purse aloft and write headlong into a post office screaming 'Give me a GAP subscription or give me death!'. Then, having scared away the Saturday morning queues, send a cheque or postal order for £10.50 (six issues) or £20 (12 issues) to GAP, 125 Arnold Road, Bestwood Estate, Nottingham NG5 5HR, and make it payable to 'Onn Lee'. It's the sort of 'zine we'd write if we didn't have publishers.

ANIME KYO UK

Obsessed with anime? Wondering how to get involved in the fan scene? Then you ought to consider Anime Kyo UK, a British-based anime fan club, as your starting point. It's a personal, informal fan society that encourages members to write, fax or otherwise communicate with each other; to this end, new subscribers receive a full list of the other members' names, addresses and interests, submitting their own entry and details for the list at the same time. This pen-pal aspect may explain the club's international following, as Anime Kyo boasts fans from all parts of the globe. 'It's great to welcome members from as far away as Australia, Canada, the US, Scandinavia, Gibraltar – and the latest enquiry is from Kuwait,' said club president Carlo Bernhardt. 'I am also very proud to have a Japanese member in Tokyo.' Hmm. Something of a coal/Newcastle/delivery scenario, methinks.

To help everyone stay in touch, Carlo edits and circulates a newsletter three times a year. This consists of artwork, news and reviews created by the members themselves, as well as a regular feature on aspects of Japanese culture. It's fair to describe the folks in Anime Kyo as Nipponophiles, with some of them even studying the Japanese language. If you want to become a part of it then send an SAE to ANIME KYO UK, c/o Carlo Bernhardt, 4 St. Peter's Street, Syston, Leicestershire LE7 1HL.

SEND YOUR FANZINES TO:

FanHunter, Super Play, 30 Monmouth Street,
Bath, Avon BA1 2BW.

The Future Entertainment Show



Have you ever had a dream in which you entered an enormous building and found yourself walking through gleaming halls, whose walls were lined with the latest and greatest video games for you to play? Then you've dreamed about the Future Entertainment Show '94 (*phew, I think they've swallowed it – Ed*), which takes place between Tuesday 26 and Saturday 30 of October. You'll have the chance to try out the games we've been previewing recently, as well as taking a peek at some of the new technology on the way. The team will be there too, so you could always take us on at *Super Street Fight II* or ask us that burning question about the magazine.

The show will also play host to the final of the National Games Championship, sponsored and organised by the Future

Zone chain (no relation). If you want to test your mettle in a pad-twirling challenge on some of the finest games around then search out your local Future Zone store now for the preliminary rounds which begin on 1 August. If you make it through to the regional semi-finals then you'll be invited to demonstrate your prowess at a special September Road Show. The ultimate winner of the Grand Final, which will take place at the FES on Friday 29, will earn a high-end PC with CD-ROM. There are plenty of prizes for the runners-up too, so it's definitely worth a shot.

To get hold of a ticket for FES '94 then call the Hotline Number: (0369) 4235. Calls cost 39p a minute at cheap rate and 49p a minute at pricey rate, so if you're under 18 then make sure you have permission to run up the phone bill.

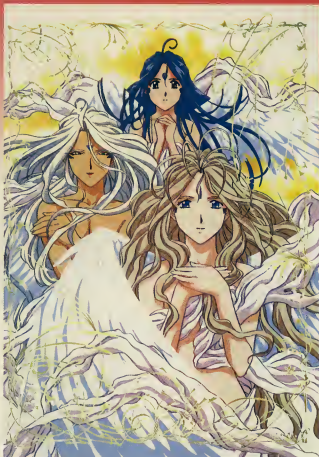


Future ZONE GAMES CENTRE

the uk's no.1 specialist in
computer and video games



Beladady. A cross love affair with Heichi on a television near you soon.



Left and below: Yoshioka Isao's *Wastarwerk*, *Mao* (Kawaji No Pinguo). A lot of anime-related content (including *Wastarwerk*)



Dive into the pool of anime with the 100m freestyle champ, Helen McCarthy.

ANIME WORLD

Tokyo Boogie Beat

Pronounced 'ah-nee-may'



Above and left: Irresponsible Captain Tylor. A complete jester with a sword, just to add to his hat. *Wastarwerk* in Japan as *Jojo Blue Police*, and you remember the title due to come out in the UK. Irresponsible Captain Tylor is the voice straight after *The Secret of Mink World*. Captain Tylor's humorous antics have won him a lot of friends, and would certainly be a sure-fire hit in the UK and on the continent. It's also winner of the 'Best name in Anime' awards we've just held here in the office, probably.



Summer is a great time to buy Japanese anime magazines. Apart from pin-ups of your favourite characters, they're full of information (for those who read kanji) and pictures (for those who don't) of new TV shows and movies.

Top of the movie list is the new Studio Chibibi production *Heisei Tanuki No Ponpoko* directed by Takahata Isao. Miyazaki Hayao's lifetime friend and co-worker, producer of many of his films and director of *Tomstone For Fireflies* and *Only Yesterday*: it's an everyday story of shapeshifting magical raccoons. The cute little creatures find that their village is threatened by humans and they have to use all kinds of stratagems to try and save it. Launched with major Press fanfare and the invasion of every toystop in Japan by a legion of cuddly raccoons, the film looks set to be one of the big hits of the summer. For the

next film from Miyazaki himself, we'll have to wait until *Mononoke Hime* appears next year. I'm not going to mention the other anime movie event of the summer, *Sweet Fighter II*, because I'm sure you'll be reading plenty about that elsewhere!

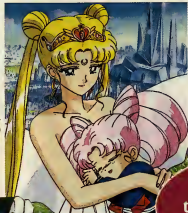
On the OAV there are some interesting TV crossovers. *Irresponsible Captain Tylor*, the hit series from the team who gave you *The Secret of Blue Water*, makes the move to videotape as Justy Ueki Tylor and his madcap crew embark on yet further adventures. Meanwhile the boys of *Cyber Formula GFX* are still roaming round the race tracks of the world, despite the fact that several of the characters look so young they'd be more at home on a BMX bike in the park than on a Grand Prix track in Germany. Girls get a look in on the fast car front too, with the release of Fujishima Kosuke's *Taiho! Shichazou!*, broadly translated as You're Under Arrest! The creator of the lyrical, romantic *Ah! My Goddess* created this manga tale of a police girl duo before he started chronicling the love life of Beldandy and Keitchi, but it's just made it to the small screen. Incidentally, there's a new AMG OVA too, and a further *Devil Hunter Yokho* adventure.

Over on TV the girls are out in force. *Sailor Moon R* has ended but *Sailor Moon S* takes its place with two new Sailor Senshi bringing the tally of the Pretty Soldiers up to seven. There's more evil to fight and more swooning over Tuxedo Kamen for Usagi chan, so she needs the reinforcements! And more girl magic comes with *Azucarín Chacha*, a cute little thing in the tradition of *Magical Princess Minky Momo*. Not so much about girls as for them, the Saturday morning romance *Marmalade Boy* is about as about teenage love - the girls of Tokyo don't seem to mind getting out of bed at eight thirty on Saturday morning to drool over it.

For those who want something a little harder and more metallic there is, as ever, a new *Gundam* series with yet more robots to add to the Japan, Neo America and so on. The human race has obviously made huge political advances. Instead of bothering with elections and all that crap, every four years each country sends a representative in a mobile suit down to the devastated planet to beat the hell out of each other, and the winner's nation gets to run things for the next four years (Imagine the Olympic Games only consisting of

one event, and that one event putting its winners in total control of the world. The way the Chinese are coming up on the sporting front, it could be scary...) Of course Neo-Japan's *Gundam* is the coolest and its pilot the hero. If you like big shiny mecha this is the one for you.

But what if you're one of those weird people who likes to get out and about while the sun is shining? Well, first of all take sundscreen and plenty of hundred yen coins for the cold drinks vending machines, because anyone who wants to venture outside in Tokyo when the heat is on is mad. Britain's little 'heatwave' this summer is a nice mild afternoon in downtown Shinjuku. But if you're determined to get out there, the place to be is at alfreco or its related party if you can wangle an invitation. The word comes from Alfreco -



A favourite of Anime World, Sailor Moon makes another guest appearance, looking cute as ever. We'll always find excuses for showing her.

Summer is a great time to buy Japanese anime magazines!

outdoors - but what they are is open events where Press, and sometimes fans, can meet the cast and crew of a show before its recording session.

Back in March, Peter Evans went to an *Ah! My Goddess* alfreco for *Anime UK Magazine* and heard the voice artists - or seiyuu as they are known in Japan - the writer, and the director

talk about what they hoped to achieve in recording the last episode and how they felt about being part of *Ah! My Goddess* before they recorded the voice track. The party for this event was held about a month later and, again, Peter was there. This time the event was more familiar, like a lavish and jolly

office party. There were men in suits from the production company and the various companies involved in making the OVA, giving speeches about the project; there were also bingo games with prizes relating to the show, like dolls dressed as the three Goddesses, Beldandy and her sisters; Urd and Skuld, stationery, games and toys, and a traditional Japanese gambling game where voice actress Touma Yuma managed to sweep the board and walk away with about 35,000 yen! Then there was the devil Hunter Yokho event and party to get through before the Yousei Kaisha alfreco in June...

While this is going on, I'll be in California again, in fact I'm writing this just before leaving for the airport! So next time I'll tell you what's new on the US anime scene. Ja mata ne!



ANIME CONTACT

Anime UK Magazine, 70 Mortimer Street, London W1. £3.50 from good 67° news shops, also available mail order from the publishers.



PUGGSY

Psychosis

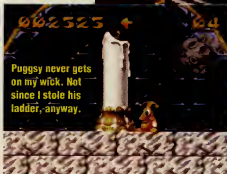
How do you go about creating a video game character? Do you clear out your coffers and pump the cash into manufacturing an identity as you would with a pop group and indeed as Sega did with *Sonic*? Do you happen upon him by chance, as Nintendo did with *Mario* and his famous he's-only-got-a-moustache-and-dungarees-because-of-early-graphical-limitations reputation? Or do you snatch at an already created but little-known character and set about polishing, scrubbing and generally tarring him up until he's ready to appear in his own game?

That's what Psychosis did with *Puggsy*. After spotting his potential in an Amiga PD demo some years ago, they hastily went about introducing him into a game environment. And the game environment is...a platformer. But wait, it isn't that straightforward. You see, we're talking Total Object Interactive™ here. And that sounds pretty groovy, doesn't it? In real terms, though, it just means that on each of the game's 50 or so levels you're likely to happen across up to 20 different items, each of which being interact with-able.

You'll stack barrels to reach the higher levels, collect rayguns with which to down the racoon-esque bad guys and use keys to locked chests, that sort of thing.

Inertia plays a large part in making *Puggsy* feel quite unlike any other platformer we've seen. Each object is loaded with its own weighting and, coupled with the game environment's low gravity makes for a unique, if initially disconcerting, experience.

We've been bashing through a preview copy of *Puggsy* for a few weeks now and confess to being



Puggsy never gets on my wick. Not since I stole his ladder, anyway.

Dojos - Puggsy with classic 'oh cripes, I've been killed and will slide off the screen' expression.



Ricardo Montalban had nothing on this.

pleasantly surprised. Amiga and Mega Drive conversions are absolutely not the sort of material we want to encourage onto the Super Nintendo but we may well make an exception this time. Learn of our willingness, or otherwise, in full next month.

In the early '80s, long before Shinan, 16-bit data began whirring round the computer as a machine such as the Super Nintendo's parent base drove programming geniuses to look up to, and Eugene Jarvis was making the most of the word 'Willamie, pa was the guy behind such class coin-ops as *Robotron 2084* (essentially the pseudo-pragmatist/inspiration for *Smash TV*) and *Defender*, the concept of which revolved into the lesser-known but much-couraged *StarGata*.

16-bit programmer Archer Maclean picked up on the game's potential as a computer game and *Super Dropzone* was thusly born. But why the trip down memory lane? Well, because Psychosis have done the decent thing by snaffling up the SNES licence and, in conjunction with new-to-the-SNES developers Eurocom and Lord Maclean himself, are bringing it back with the

obligatory Super prefix in time for next issue.

Sliding yourself into a comfy space-suit equipped with a jet pack and on-board laser, your mission in *Super Dropzone* is a pleasant blend of rescue and all-out destruction. Skimming over each planet's surface, the plan is to gather up scattered pods and return them to a central base from where they can be transported to safety. Meanwhile, hordes of aliens buzz the surrounding territory attempting to steal the defenceless good guys and, of course, smash you into the stratosphere while they're about it.

It's a manic, furious game - the like of which hasn't been seen before on the SNES. The game speed and diminutive nature of the main sprites meant that the understanding and use of the scanner facility is absolutely essential for success, and making for the most frantic time you

could have with your machine save trying to put it out with your hands if it were on fire. Wearing paraffin-impregnated gloves. And it's all wrapped up with the tell-tale Psychosis hallmark presentation which includes a raytraced intro sequence of breathtaking quality.

Dropzone purists of old may well scoff at the end-of-level bosses and the new weapon power-up system, but from our experience they only serve to add greatness to an already truly great game. Keep 'em here for the full review next time.



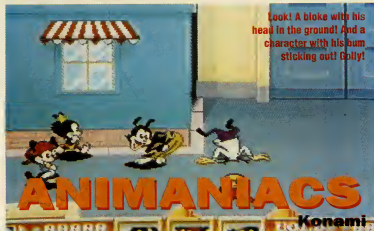
Oooh. A boss to shoot, Archer Maclean likes his bosses, for sure.



Psychosis

SUPER DROPZONE

BIKER MICE FROM MARS



Konami are certainly not shying away from cartoon licences at the moment. *Animaniacs* is another of their acquisitions to be rated as Number One Cartoon show in the USA, which happens to be produced by the slightly famous Steven Spielberg. But for those who haven't seen it, a quick resumé.

Wakko and Yakko Warner are brothers, and they have a sister called Dot. They're like children, but they look like dogs, for some reason. This has led to their behaviour being remarkably madcap. Apparently the characters were invented in the '40s, but spent an age just lying around not being used. But they're famous and popular now, and the game is set to recreate their 'hilarious' antics.

It's a puzzle platformer based at the Warner Brothers Studio, in which each level is a parody of a famous movie. Pursuing the wacky Warners is the Security Guard, who must

try and lock them up from whence they escaped.

Helping or hindering the Warner family are a host of other cartoons, including such perennial favourites as Pinky, the Brain, the Nurse and Dr Scratchansniff (no relation to the Simpsons characters).

Animaniacs is being coded in the US, rather than at Konami's Japanese or British HQs. Konami say that 'the slapstick comedy will appeal to younger kids, and the constant references to classic movies and characters is more subtly aimed at teenagers and adults'. Where the gameplay fits into this remains to be seen.



Konami

Someone once said that the British and the Americans are divided by a common language. Possibly it was Ian McCaskill, but it needn't have been. Nevertheless, this is true. American sports are military affairs, regimented down to the last second, American food looks like ours does after we've eaten it, and American comedians are often funny, and ours aren't (apart from Eddie Izzard).

Biker Mice from Mars was a major hit in the States, but, sad to say, it flopped like a comatose whale here. So where does this leave the game? Well, let's start at the beginning. Throttle, Modo and Winnie are the three nice characters you can be, and each has their own vehicle to hammer around the tracks on. You can also elect to play Limberger, Dr Karbunkle (sic) and Gressseptit, who are sort of baddies.

The speed challenges take



Left: Not, of course, like *Rock 'n' Roll Racing* at all

BATMAN – The Animated Series Konami

Not only have Konami got into bed with Warner Brothers, but they've snuggled up and placed their feet squarely on the same hot-water bottle. Warner's *Batman – The Animated Series* has been a signal success for them. It recalls the old DC comic days when the Dark Knight smacked people around rather a lot and let them die.

The game will be on a 16 Meg cart, and will make extensive use of digitised animation cells, as well as original graphical programming. So it should retain the rather intense nature of the series (not to mention the forthcoming full-length animated feature film).

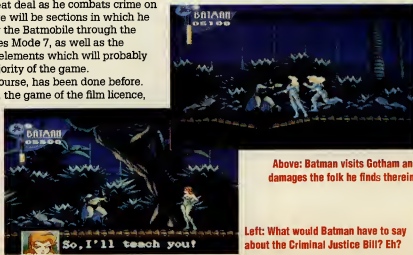
The entire cast are here; Joker, Poison Ivy, Penguin, Catwoman, Two Face and Mr Freeze are some of the big names who'll be appearing in the game. On *Batman's* side, though, will Commissioner Gordon, the police boss, as well as someone called Barbara who is by day Gordon's lovely daughter, but at night becomes Bat Girl, Batman's special friend and neophyte.

The game will be varied (as these things generally are), and will feature Batman utilising the BatBelit a great deal as he combats crime on nine levels. There will be sections in which he is forced to steer the Batmobile through the windiest excesses of Mode 7, as well as the platform/puzzle elements which will probably make up the majority of the game.

Batman, of course, has been done before. *Batman Returns*, the game of the film licence, was awarded 87% in issue 7. Owing to it's sheer beauty (as well as it's simple, but fun, gameplay).

Whether *Batman – The Animated Series* can cope with this kind

of predecessor will become blindingly obvious when we review it in a couple of months.



Above: Batman visits Gotham and damages the folk he finds therein.

Left: What would Batman have to say about the Criminal Justice Bill? Eh?





BLABBER MOUTH

with Kris and Tel



Once again our allies report on the games scene with their traditional blend of 90% state-of-the-art surveillance technology and 10% wild speculation.

☎ ...Howard Lincoln blubs again, eh Kris? ...in my view this is the best video game ever made.' The American Nintendo President was getting all emotional about Donkey Kong Country, of course, but I think he may be exaggerating just a tad. The proposed low pricing of the cart has incensed many third-party publishers, however, because of the high cart manufacture costs charged by Nintendo. A 32 meg game produced by anyone else would carry a shelf price of at least £100. Not much incentive to think big, is it?

☎ Absolutely, Tel, but you can see that Lincoln's taking his company into the Nineties. NoA has planned an in-fer-face US TV advertising campaign - undermined by the rather clichéd slogan of 'play it loud', alas - that

features music by the Butthole Surfers (one of our Zy's favourites, I understand) and a group called, simply and shamelessly, Sweaty Nipples. Not the sort of imagery you normally associate with honest, wholesome, family-values Mario, is it?

☎ It seems to me, Kris, that Nintendo's American and Japanese branches are diverging considerably in their aims and practices. *DKO* was designed in the West, but what is Shige Miyamoto up to? Despite all the great stuff coming our way from the US, it's fair to say that most SNES owners would like nothing more than *Zelda V*, *Pilotwings 2*, *Mario World 2* and *Mario Kart 2* to keep them happy for a year. But these would be Japanese-developed games, and it's been pretty quiet on that front recently. The last announcement from Japan concerned the 32-bit VR machine, which was noticeably hushed up at the CES. Understandably so, with Western-developed 64-bit games already being previewed. As NoA is becoming more accomplished as a

games developer, I think we're on the brink of seeing a major split in Nintendo's East/West operations.

☎ I think you're right, Tel. Even starting *2*, *Stunt Race FX* and *Vortex* are essentially western-developed games given a Shige polish. Talking of which, I've just heard that Japanese developers Takara won't be doing their FX-chipped Transformers game after all. The predicted resurgence of interest in those folding, moulding robot/car/tap/top/plane/cheese toys just hasn't happened. Besides, *Vortex* will probably satisfy the market for 3D transformy robot carts with FX chips.

☎ It was a disappointment that some companies didn't show up at the CES, Kris. I couldn't find JVC anywhere, even though they were supposed to be showing off *Super Return of the Jedi* and *Indiana Jones' Greatest Adventure*. They've also got a license to base a game on the forthcoming feature film *Time Cop* which, oddly enough, stars that Galle wannabe Jean Claude Van Damme. Oh well.

☎ Still on the CES, did you see Virgin's ostentatious launch party for *Lion King*? It's rumoured to have cost them \$750,000! Blimey. Imagine, if they'd invested a fraction of that money in British programming talent (traditionally paid in chips and ale, remember) they might have something a bit more original than a platform game on their hands. 'Unique in many ways. *The Lion King* video game is the first based entirely on the adventures of four-legged creatures', as their press release says. Of course! Platformers are unoriginal because they always concentrate on bipeds!

☎ Trying to be controversial, Kris? Oh dear. Anyway, I'm off to play my Jap copy of *Super Street Fighter II*. I'm a bit worried, because I find it keeps crashing on my American SNES. I wonder if any *Super Play* readers have experienced this problem? Maybe somebody is bombarding my HQ with disruptive jamming signals, but let me know if you hear of any other cases that undermine the Nintendo Seal of Quality. Bye now!



GUIDE TO BUYING MAIL ORDER

7 TEM STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these *Super Play* guidelines:

1. Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.
2. Always read the small print on adverts.
3. Beware companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.
4. By far the best method of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies - if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.
5. If you're not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.
6. Keep records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.
7. If you are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.
8. When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.
9. Always order from the most recent issue of *Super Play*.
10. If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

SUPER QUIZ

Evenin' all! Hello, hello, hello and everything. Right. I'm Chief Inspector Bubblephantom and this is Sergeant Hedgenibbler of the Avon & Somerset Magazine Police. It has recently come to our attention that you, Mr James Leach of Flat 4, Rundown Buildings, Bath forgot to put the Super Quiz questions in Issue 22. This, as you know, is a very serious crime. And worse, we have reason to believe that you knowingly printed the answers on the Next Month page as usual. So I'm placing you under arrest. You are nicked, my son! Hedgenibbler, read him his rights and bung him in the back of the van.

EASY

- 1 Which new *Street Fighter* character is supposed to be related to an 'April Fool' joke?
- 2 How many different vehicles are there in *Stunt Race FX*?
- 3 How many *Street Fighter II* games have there been in total?

MEDIUM

- 1 How many *Metroid* games has Samus been in before? And on what formats?
 - 2 Name two Arnold Schwarzenegger films in which no-one dies.
 - 3 How many items are there in collect in *Super Metroid*?
- HARD**
- 1 What other Capcom games has featured a *Street Fighter*?
 - 2 Which games has Mike Hagar been in?
 - 3 How many people are there in a netball team?

Bubblephantom here once more. I must report that Mr James Leach has been taken into custody, charged with being a forgetful git, and will appear before Judge C Anderson at Bath Crown Court tomorrow afternoon. His solicitor has issued the following statement. 'The law is an ass, and I'm going to kick it. And the answers are on page 98.' Now move along. There's nothing to see here.



CHART THROW

If you want to find out what the most popular SNES games in the world are, just check out the *Super Play* charts. (For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 471, Channel 4. Said an intrusive swan. No he didn't.)

OFFICIAL GALLUP UK CHART

Compiled for *Super Play* by Gallup

- 1** **FIFA INTERNATIONAL SOCCER**
Ocean
A cracking conversion from the Mega Drive, plus some extra bits thrown in. 89%
- 2** **STARWING**
Nintendo
A fast, smooth, stanningly playable and addictive shoot-'em-up. 93%
- 3** **JURASSIC PARK**
Ocean
A huge film-based explore-'em-up. Plenty of dinosaur action. 85%
- 4** **WORLD CUP USA '94**
US GOLD
A jolly competent football game with lots of lively features and things. 92%
- 5** **SUPER MARIO KART**
Nintendo
Back in the charts, and still a classic SNES game. One of *Super Play*'s best ever, in fact. 93%

- 6** **NBA JAM**
Acclaim
Stick gameplay, great visuals and a hyper addictive four-player mode. 87%
- 7** **STREET FIGHTER II**
Capcom
This SNES must-have makes a reappearance in the in the top 10. 94%
- 6** **MARIO ALL STARS**
Nintendo
Four excellent games packed into one cart. A must-buy for your collection. 90%
- 9** **SIM CITY**
Maxis/Nintendo
'It's so addictive it probably ought to be illegal', as we said in our very first issue. 84%
- 10** **ROCK 'N' ROLL RACING**
Interplay/Ocean
A perfect blend of air racing thrills, explosions and bouncy cars with huge shock absorbers. 91%



Mario Kart surges into the charts like a giant surging thing.

NBA Jam, still bouncing like a well-inflated ball.



Rock 'n' Roll Racing - still a game to be reckoned with, whatever that means.



UK IMPORT CHART

Compiled for *Super Play* by Zip Computers

- 1** **SUPER STREET FIGHTER II**
Capcom (US)
- 2** **STUNT RACE FX**
Nintendo (US)
- 3** **SATURDAY SLAM MASTERS**
Capcom (US)
- 4** **SUPER METROID**
Nintendo (US)
- 5** **SECRET OF MANA**
Squaresoft (US)
- 6** **SUPER BOMBERMAN 2**
Hudson Soft (JAP)
- 7** **THE TALES OF SPIKE MCFANG**
Bulletproof (US)
- 6** **LUFIA: FORTRESS OF DOOM**
Taito (US)
- 9** **MEGA MAN X**
Capcom (US)
- 10** **WORLD HEROES 2**
Saurus (JAP)



Super Metroid: The sort of game which disrupts your sleep patterns.



Slam Masters? Ringfide-cheat-masters, more like.

Despite fairly limited availability, *Super Street Fighter II* rockets into the import charts at the number one spot. *Stunt Race FX* is deservedly in second place, and most of the games are where you'd expect. *The Tales of Spike McFang* is better known to *Super Play* readers as *Dracule Kid*.



JAPANESE CHART

Compiled by Will Overton

- 1** **SUPER STREET FIGHTER II**
Capcom
- 2** **SP GUNDAM GX**
Banpresto
- 3** **SLAYERS**
Banpresto
- 4** **SUPER BOMBERMAN 2**
Hudson Soft
- 5** **SPACE INVADERS**
Taito
- 6** **CRAYON SHIN-CHAN 2**
Bandai
- 7** **FINAL FANTASY VI**
Squaresoft
- 6** **YU YU HAKUSHO**
Namco
- 9** **SUPER FORMATION SOCCER 2**
Human
- 10** **WILDTRAX**
Nintendo



Ken kicks the smile right off Dee Jay's face. Again.

Yes, *SSFII* is there at the much-revered number one placement in Japan as well. But a real surprise is the position of *Wildtrax* (what was known lovingly as *Stunt Race FX* here). How come such games as *Space Invaders*, *To Yu Hakusho* and *Crayon Shin-Chan 2* beat it? The only way to find out is to phone up Japan and ask them.



AMERICAN CHART

Compiled for *Super Play* by Woody Carter

- 1** **FIFA INTERNATIONAL SOCCER**
Electronic Arts
- 2** **KEN GRIFFEY JR PRESENTS: MAJOR BASKETBALL**
Nintendo
- 3** **NBA JAM**
Acclaim
- 4** **MLPBA BASEBALL**
EA Sports
- 5** **SECRET OF MANA**
Squaresoft
- 6** **LUFIA: FORTRESS OF DOOM**
Taito
- 7** **THE 7TH SAGA**
Enix
- 6** **MEGA MAN X**
Capcom
- 9** **LETHAL ENFORCERS**
Konami
- 10** **EQUINOX**
Sony Imagesoft



Lethal Enforcers: The game they really should have called Police Stop!



Lufia: A game featuring cute folk with shiny haircuts.

Typically, the USA continues its love-affair with sports games. The first four games are all sports related. It's nice to see a soccer game at the top of the chart. Perhaps the World Cup has taught them that soccer truly is the best game in the world. Or perhaps they just like playing SNES games about it.



SUMMER

26



The Summer Consumer Electronics Show in Chicago again played host to the biggest companies in the video games industry, and *Super Play*

was on hand to check out their latest offerings. There was so much to see that we can't possibly do justice to it all in one issue. Many of the games previewed hadn't changed significantly since they were last shown at the CES, so if you want to know what you'll be playing, then read on...



EARTHWORM JIM

If you've played *Cool Spot* or *Aladdin* then you've already encountered the brilliance of acclaimed programmer Dave Perry. Now he's decided to get away from the constraints of the big companies by setting up his own game design team - Shiny Entertainment - and their first title, *Earthworm Jim*, is looking like a corker.

The plotline is odd from the start. An alien suit falls to earth, transforming the worm who crawls inside a tall pink superhero. Unfortunately for Jim, he finds he needs all the powers of his accelerated evolution to help him fight the host of alien aggressors who want the suit for themselves. Bizarre characters like Major Mucas, Doc Duodenum and

Professor Monkey-for-a-Head (yes, he does, we said it was odd) all make a bid to wipe him out. The graphics are



Sony's Mickey Mouse - just one of the many Disney tie-ins at CES.

mapping of 100,000 polygons per second. Compatibility with HDTV gives it a higher graphical resolution than a standard TV can actually display, and with a colour palette of 16.7 million shades it can represent 'true colour'. So what does that mean in

THE NEW MACHINE

● Project Reality became the Nintendo Ultra 64, replete with shiny silver logo - not a name that went down well with everyone, it must be said, but there were no complaints about the new console's capacities. Using the 64-bit MIPS technology of a RISC (Reduced Instruction Set Computing) processor, running in excess of 100MHz, the Ultra can handle the real-time anti-aliased texture-

layman's terms? Well, the chips inside your SNES are dedicated to handling sprites, parallax and fore/background manipulation; they're specifically useful for 2D platform games. The Ultra 64 is dedicated to representing deep complex 3D environments and a whole new style of gaming. At present the Ultra interface is a SNES-styled jypad, although that may change. Software will appear

looking as splendid as you'd expect from a Perry project, but there's more emphasis being made on gameplay and variety.

Earthworm Jim will be distributed by Playmates this winter in the US, but it's bound to see a UK release soon after.

Below: Our eponymous protagonist, *Earthworm Jim*, sometimes has no control over the alien suit as it flees from the evil Psy-Crow (far left).



GAMES '94

on 100 megabit cartridge format, although the console has the capacity to accept a CD-ROM drive in the future.

● **Rare's *Killer Instinct*** is very much a *Street Fighter* clone – if, that is, you can imagine *SFTII* in three dimensions. There's no abstract *Virtua Fighter* chessboard-in-space nonsense, either: you're in a real room with solid objects, and when you knock your opponent into a window, the glass breaks and they roll into the street outside. The arcade version will appear later this year, so you'll be able to see it for yourself. One of its game screens reminds you that you'll be able to play this at home if you buy an Ultra 64 – not a bad hook, eh? Unfortunately we weren't allowed to take photographs, curses.

● ***Cruis'n USA*** from Williams might have an appalling title but it's a cut above the usual driving game. Graphically it doesn't surpass Namco's *Ridge Racer*, but majors on speed and variety. As the name suggests, you race a Ferrari across the states from the San Francisco Bay Area to Washington DC's White House. A coin-op version will appear later this year, so watch that corner of the Trocadero with quiet anticipation.

ROLE PLAYING GAMES

● The biggest RPG of the season is Square's *Final Fantasy III* (see our *Fantasy Quest* special on page 14). Nintendo has taken on *Illusion of Gaia*, Enix's sequel to *Soul Blazer*, as part of its Autumn line-up. That means there's every chance of seeing it in the UK. This promises to be a highly action-orientated RPG with *Zelda*-style dash attacks and jumps, although weapon stats and hit points cropped up where monsters were involved.

● We've already reported on *Super Drakkhen*, sequel to the odd and frankly not-much-cop 3D perspective French RPG *Drakkhen*. Now we understand that it's to be released by Kemco under the title *Dragon View*: improved graphics and a more involving storyline should raise this 16 meg game well above its predecessor.

● First impressions of Interplay's *Lord of the Rings Vol 1* invoked disappointment. The graphics tried to be intricate and dooladen but

instead seemed murky and dull, with titchy character sprites and awkward movement. The puzzles were reminiscent of *Young Merlin* and character stats involved nothing more complex than hit point levels. We'll hold out hope for the finished version, but *Vol 1* may share the fate of the Ralph Bakshi film.

● **FCI's *Ultima*** games were out in force again, with *Runes of Virtue II* and the *Black Gate* lined up for release in August and December respectively. Each of these boasts over 100 hours of playing time, and the conversion job seemed a little more effective than on *False Prophet*. Their conversion of *Might & Magic III - Isles of Terra* also

looks smarter than the previous game, including mouse compatibility and better graphics. It's still pretty much a Western-style dungeon bash, of course, with 90 mazes and hundreds of monsters to hack your way through.

● If you've been unfortunate enough to catch *King Arthur* & the *Knights of Justice*, the improbable American cartoon series about a football team catapulted back through time to a Dark Age fantasy realm, then make what you will of the news that Enix are developing a 16 meg action adventure game based on it. You create a party of three knights, each with different abilities, to tackle Morgana and her evil allies. A more promising title from Enix is *Brain Lord*, an action puzzle RPG. It's best described as a cross between *Soul Blazer* and *Alchemist*, and centres very much on swordplay and battle magic.

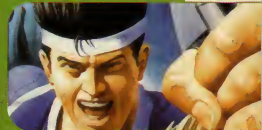
PLATFORM GAMES

● ***Donkey Kong Country***. That's all you need to say really, as everything else paled in comparison. The circling shark was our favourite character, so we'll



Ever thought about how many games are dominated by male WASP heroes? *Bebe's Kids* from Mandingo Software attempts to redress the balance.

You could play *Street Race F4* in a buggy, or check out a ghost night on the Square stand. Nintendo's gratis (*beim*) drew the biggest crowds, however.



SUMMER CES '94

show you more of this incredible pseudo-32bit game.

● One of the most promising platform titles was *Blackthorn*, from Interplay. There's a passing resemblance to *Flashback*, with more than just a bit of running and shooting involved. You still get to despatch a few enemies with a reassuringly large firearm, thankfully, but you'll need to think a bit as well. One to watch, we reckon.

● Having seemingly squeezed every last drop out of the scrolling beat-'em-up genre, Capcom were preparing to launch a similar assault upon the realms of platforming. The most exciting announcement was that of *Mega Man X 2* which takes the metal-clad hero's outing tally to a whopping fifteen. While the game concept appeared to be largely non-ground breaking, the cart will be assisted by Capcom's new in-house developed custom chip. Allowing gamers to 'experience greater depth and game play capabilities' was all Capcom would offer by way of information on what we suspect is merely an advanced DSP chip. Still, it's a move in the right direction.

Being pushed as a measure towards gender equality in games (*What? - Ed*), *The Great Circus Mystery* starring Mickey and Minnie further affirmed Capcom's links with Disney. As reported in SF22, it's a

Interplay's *Blackthorn* (below right) will be called *Blackhawk* in the UK.

simultaneous two-player platform title with looks to at least match the standards of its illustrious predecessor. Should be good.

● US Gold had a surprisingly small presence at the show, with only two titles not previously shown in the UK - *Hurricanes* and *Izzy's Olympic Quest*. Both were fairly routine platform efforts, selling themselves on a Soccer Kid-style ball projectile concept and official 1996 Olympic Games licence respectively. Don't expect any global warming due to the world being set on fire by either game.

● Popping out of nowhere came Gametek's *Tarzan: Lord Of The Jungle*. Presumably a generic title - there was no evidence of any Filination cartoon licence - it looked remarkably, erm, unremarkable with a puny-looking apeman laid over disappointingly typical backdrops.

● Impossible *Mission 2025*, first shown in the UK two ECTS ago, gained another airing on the MicroProse stand. The fluid animation of the game's hero seemed to have remained unchanged, appearing in an environment made of lifts, searchable objects and lots of juicy cars, motorbikes and other decidedly un-impossible *MISSION 2025* looking stuff. It's still hard to tell whether it will be worth the wait, though.

BURT - BEA - UPS

Who would win if a rat fought a crocodile? Or a bear took on a bunny? You'd be surprised.

Gametek's *Burt* (subtitled *Paws of Fury*) pits eddy vasty differing creatures against



Critics are calling this bit the *Fligstones*, but Ocean is pressing ahead with its licensed game.

of them, as well as their actual voices, bellowing and howling. And to cap it all, each player has his own 'signature move'. Whether it actually surpasses the earlier wrestle fests, though, remains to be seen.

each other in a battle to the death. Cartoon-style graphics combine with special moves and bizarre combos to make *Brutal* a game which may be a surprise hit. Then again, maybe not.

● Alongside *Mortal Kombat II*, Interplay's *Judgement Clay: Clayfighter 3* was the most graphically impressive. Not to be confused with *Clayfighter Tournament Edition*, this is an updated version of the original, but boasts an all-new set of characters.

● The 'famous' American cartoon series *Stone Protectors* comes to the SNES via Kemco. It's really a cross between a beat-'em-up and a platform-style explorer. There are five characters, each with 15 different moves and combos, and there is a two-player (or one plus SNES) co-operative play mode. There are 10 game worlds to battle through, and the game boasts a 'non-stop rock-'n'-roll soundtrack'. More cheesy spandex rock rock nonsense, we suspect.

● Like *WWF Royal Rumble* and *Muscle Bomber*, ECT's *WCW Superbrawl Wrestling* supports four-players with a multi-tap, and again, like *Wrestlemania* games, it has the options for a single match or a tag-team brawl. Thanks to the *WCW* licence, the players are the real ones, and the game includes digitised images

● Information on *The Tick* is a little scarce, but it's Fox's first foray into the world of video games (they're also doing *PageMaster*, a Macaulay Culkin adventure film licence, but that's a different story). *The Tick* is a US comic which Fox intend to turn into a movie, and the little chap gets into all sorts of violent scrapes in the SNES cart too.

● *Takara's Samurai Showdown* and *Fatal Fury Special* conversions have now been translated for the US. Unfortunately they're unlikely to reach this country unless Headstrong, who recently brought over *Takara's Art of Fighting*, do the same again.

● If the SNES can't handle polygons, why not try another approach? *Balza* from FF Magic is a 3D combat game in which the characters are made up of spheres. They look slightly like Michelin Men, but the idea is that they can move very quickly in 3D and thus provide thrills and spills aplenty. One of the most exciting features is the instant replay. You can watch the fight from any angle, even directly overhead. The Taunting Scoreboard hurls wisecracks like confetti, and apparently there's some secret Morph Power which can make one fighter change into any other with a special combination. Sounds impressive, does *Balza*. Apart from the name.

SHOOTY GAMES

● If you remember Taito's *Operation*



We couldn't resist more *Donkey Kong Country* pictures. It's absolutely incredible!

Wolf oom-op with fondness then it's likely that you'll know its sequel, *Operation Thunderbolt*.

Compatible with either JoyPad, mouse or Super Scope, it allows two players to tear down Arabic terrorists at the same time. We used to enjoy playing it alone in the arcade but putting enough money in for two players, allowing the use of an urzi on each arm for that genuine John Matrix experience. Whether the SNES version will impart such amusement remains to be seen but it did at least look to be a competent conversion.

● Flying through a chain-smokers body, vapourising cancerous cells, sticky tar, and heavy phlegm deposits was Rex Ronan's unenviable task in the systems' *Res: Reanimator*. Experimental Surgeon, the first release in their 'Health Hero' series. Hardly classic video game material this and its lacklustre execution didn't help it. We're looking forward to a possible liver-repairing, beer-related sequel, though.

● A welcome surprise – visually, at least – appeared in the shape of *Metal Morph* from RPG-meisters SCI. Mixing futuristic Mode 7 flying sequences with more sedate platform action isn't a new concept, but the dark and moody shades in which the game is depicted make for a game worth watching closely. Let's hope it'll be more polished gameplay-wise than other multi-genre mixes.

PUZZLE/ STRATEGY GAMES

● Interplay's *Star Trek: Starfleet Academy* plunges you into the middle of a galactic war, an antimatter engine meltdown, a diplomatic disagreement – but only in simulation. Remember, fellow anoraks, that James T Kirk, like all prospective Federation captains, had to train on (and cheat against) the infamous Kobayashi Maru scenario? *Starfleet Academy* tests your mettle as a cadet learning the ropes before you embark on one those five-year missions.

● We're still not sure how THQ's *SeaQuest DSV* is shaping up, though it can't really count on the strength of the licence and a port of the original show's graphics to help it out. With underwater sections, platformy sections, a sub sim and a bit of Mode 7, it's looking like as much of a mixed bag as *Akira*. That's no bad thing, of course, and probably the only way to deal

with a series where the best actor is a chummy dolphin.

● The last title on Nintendo's own line-up, *Wario's Woods*, is a puzzler that has made the transition from NES to SNES. You get to play the mushroom-headed Toad (the favourite of many players), who must protect the enchanted forest from nasty bloke Wario and the monsters he sends against you. Toad has to stack bombs against the monsters to clear them away, resulting in a *Tetris*-style puzzle game for one or two players. Hundreds of levels and reasonably fun (but it's not as good as Puyo Puyo?), though.

● The *Acme Animation Factory* from Sunsoft departs from their usual platform style. Instead you can use a mouse to select backgrounds and music and determine a sequence of actions for your favourite Looney Toons characters until you've constructed your own mini-cartoon. Not bad, eh?

● Mary Shelley's *Frankenstein* from Sony is still a mystery. It's actually based on Kenneth Branagh's forthcoming film *Mary Shelley's Frankenstein*, so let's hope it doesn't end up like Francis Ford Coppola's *Bram Stoker's Dracula* in its game form.

ODDNESS

● Now stop me if I'm wrong, but do you really want to feel the force of a *Dragon Punch* when playing a beat-'em-up? That's the idea of *Aura's Interactor*, a backpack full of solenoids that jump, thump and rattle you about whenever you get hit in the game. For masochists only.

● If you're feeling a bit of a potato after all that armchair sport then *Life Fitness* reckon they have the answer. For \$799 you can obtain a specially modified exercise cycle which you plug in to the joystick port of your SNES. The *Mountain Bike Rally* cartridge contains a number of racing games with Mode 7 tracks, the idea being that the harder you peddle, the faster your game character moves in the race. A D-pad on the handlebars lets you move left and right to outmanoeuvre the competition. Watching the Exertainment System in action is so exhausting that you need to retire to a hospitality suite immediately.

THE LION KING



Attempting to repeat the success of *Aladdin*, Virgin has again teamed up with Disney to create a game based on the next hit full-length animated movie.

The result is (surprise!) a 10-level platformer that follows the growth of Simba the Lion from cub to king of the Pride Lands. A team of 15 Disney animators worked on producing 2,000 original cels for the game's sumptuous graphics, which may go to explain why *Lion King* fills a mighty 24 megabits of cart ROM.

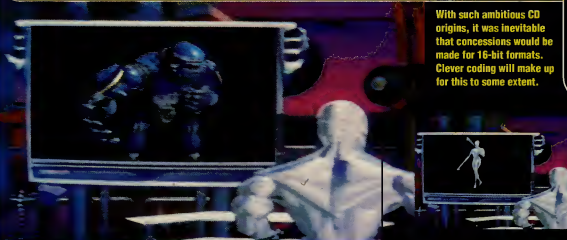
Promoting the game at CES, Virgin laid on an extravagant jungle-themed breakfast launch that entertained over a thousand guests with music, dancing troupes and real lions. The game itself remained well hidden and is still being tweaked by the Westwood Studios programming team before its release.



We're not sure about the patriarchal or silygical overtones, but the *Lion King* is essentially a rite-of-passage story with cute furry things that really ought to be eating each other. Computer animation played a large part in the movie.



RISE OF THE ROBOTS



With such ambitious CD origins, it was inevitable that concessions would be made for 16-bit formats. Clever coding will make up for this to some extent.



A few months ago, *Rise of The Robots* seemed to be the talking point of every games mag. Wondering why it's all gone quiet on the Robot front since then? Here's the latest story...



When game publishers Mirage first conceived of *ROTR* two and a half years ago, they intended the raytraced 3D beat-'em-up to appear only on PC CD-ROM.

Headed up by ex-Bitmap Brother Sean Griffiths, Mirage Technologies' ethos was to explore and expand the boundaries of the new medium. Established film techniques were used to develop the T2-style morphing effects, and they brought in a professional interior designer to create the futuristic stages for each type of robot. However, the apparent popularity of *Mortal Kombat* and *SPH* provoked them into thinking that, in order to succeed, the game would need to appear on more popular formats. Not least, your SNES.

'Technically it wasn't difficult to scale down the game for a console release,' said Mirage's MD Andy Wood. **The robot sprites will be rendered in 16 colours but the backgrounds will 128.**



Shades of Metropolis: the final boss is a silver morphing 'female' android called the Supervisor.

in CTW, 'the problem was the inventory risk associated with cartridges.' It's easier to lose money on unsold cartridges than on floppy discs or CD because of the higher production costs, so Mirage wouldn't have been able to develop a SNES conversion without the backing of a big company. Fortunately, a company called Time Warner Interactive put up the cash that allowed development to go ahead.

In fact, Time Warner invested so much of the green stuff in *ROTR* that Mirage has been able to put some grand plans into practice. A massive *Mortal Kombat* style advertising campaign will promote the game in the Autumn (expect to see the advert, the T-shirt, the mug and so on). Since Blabbermouth's revelation concerning its chunky-looking gameplay, we're also glad to learn that they've since spent a further \$20,000 on playtesting. Diverse research methods – such as monitoring the players' reaction from behind mirrored glass – have aided the programmers' attempts to polish up the feel and control of the robots.

The development and planning needed more time so the game's release date was put back until October 7. Despite the impending hype, we're looking forward to seeing a finished version of the game and we'll bring you a full review very soon indeed.

KEEP ON ADAPTING

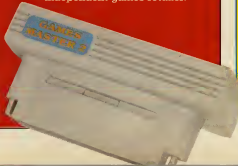
After issue 19's adaptor round-up, we've been keeping a close eye on the plug-in world of the SNES. We featured the Games Master, which has now been superseded by the sensibly-titled Games Master 2.

The Games Master 2 overcomes the NTSC-only protection, so common on recent import titles, and works adequately with problem children like *Secret of Mana* and *FX* games like *Wildtrax*. However, the Games Master 2 isn't universal and will only work happily on a British PAL Super Nintendo; it won't let you play PAL games on an American SNES or Japanese Super Famicom, note.

The unit itself is sturdily designed, and should last for a lifetime with a bit of care. In fact, in looks and build, it is similar to Fire's

device (which can be no bad thing).

So, whilst there are all-singing, all-dancing cheat-cart adaptors around with their push trainer modes, their in-built codes and their fancy London ways, you can get the Games Master 2, a no-nonsense adaptor, well-made and effective for £14.99. To do so, telephone Thornley Distribution on: (061) 627 0936 or check your local independent games retailer.



SUPER PLAY readers go topless

For a while, at least. It may be that you're brilliant enough to have won a Super Play T-Shirt, a garment so exclusive that we have just the one to share between the entire team. If so, the bad news is that there will be a delay before your prize is sent to you. The fairly good news is that we're convinced our publisher to crank open his wallet and splash the cash on a

completely new style of shirt, hence the delay. The stupendously good news, is that it will feature an original design by our very own Wil Overton. Wil's busy pencilling some ideas as we speak, so we're sure you'll be happy to hang on for a bit – sans blouson, as it were – until he's come up with something special. You'll be able to buy this new T-shirt through our mail order too.



MORTAL KOMBAT

Acclaim

Remember the blood fuss when we first saw *Mortal Kombat*? All the whinging about the sanitisation of the game? Well Nintendo heard everybody who raised their voices. And the blood is here in *Mortal Kombat II*.

The reason? Nintendo have undergone a policy-review in the last few months. They've shifted slightly from their Family Computer stance, in which nothing even slightly unpleasant was ever depicted in any of their games, thanks to the new rating system which is (half-heartedly) being introduced to the games world. Thus, *Mortal Kombat II* contains the most gore ever seen in a Nintendo game.

MK II boasts many other considerable improvements over the original; the graphics, particularly the backgrounds, have been smartened and made clearer, and there are a couple of new characters. Of special note is Mileena, who American research published in EGM, indicates is the toughest character in the game. Baraka is the other addition. He's a thug who, in looks at least, takes the place of the missing Goro. Of course, you can play as the shapeshifting Shang Tsung and the smelly Reptile as everyone expected.

The game does play better than *MK I*, that's for sure. Whether it's enough to set beat-'em-up fans alight once more remains to be seen, of course. We'll be featuring a full review next month.



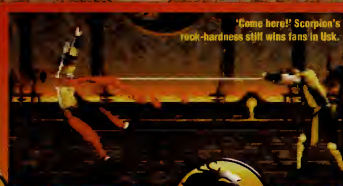
Ugh. Gorbating is rude and you shouldn't do it!



Sub-Zero's old enemy is still there. As you can readily see.



Mileena's killer singing voice has the same effect as EEO.



'Come here!' Scorpion's rock-hardness still wins fans in Uk.



WELCOME TO THE FATALITIES!

If you're a bit hot on the joystick, you'll be able to finish your opponents with style. One of the enhancements to *MK II* is that each character now has many more potential fatality moves. On average, they've got about three each.

The best ones, such as Kitana's murderous kiss all remain, but they've been added to. Now it's possible to chuck people in the acid pool, dismember them completely and even eat them.

Learning the new fatalities isn't easy, but it's worth persevering because they do round off the bouts nicely, and, more importantly, they give you a real incentive to win.

Arrrghh! This is what the public want! Blood! Maiming! Nasty things! Indeed!



WELCOME TO THE BABALITIES!

If you find the fatalities a tad distasteful, you can always opt for the babalities. These have the effect, as the name suggests, of turning your hapless opponent into a baby. Having committed this heinous act, no further action can be taken, fortunately. It's a moment of light relief in a game which, let's face it, is a little grim.

Or do the public want babies? If so, let Scorpion do the deed.



WELCOME TO THE FRIENDSHIP BONUSES!

Now this is just plain silly. I mean, can you really take Sub-Zero seriously when he presents the vanquished and bloody Scorpion with a little Scorpion doll.

Or how about kicking in Mileena and then giving her a bunch of flowers? Both the babalities and the friendship bonuses add a great deal to the game, as well as lightening the tone.

Perhaps the public want a bit of dancing. Here Liu Kang bops.





ISSUE 23

SEPTEMBER 1994



SUPER STREET FIGHTER THE NEW CHALLENGE

WHAT'S THE DIFFERENCE?

GRAPHICS

● All of the character portraits have been ported over from the coin-op. When Capcom developed *Super* for the arcades they redrew them from scratch, by hand, then

scanned and coloured them on computer systems. The resulting images are more crisp than the original's with a tougher, world-weary look. We like them.



So what are we getting with the latest instalment? Well, more than is probably immediately apparent as it happens. Many people have looked at the game and instantly dismissed it as a blatant exploitative cash-in by Capcom but many of the changes here are subtle and you'd have to look fairly closely to notice them. Apart from the new characters and new moves for existing characters as detailed elsewhere, expect to find the following enhancements in *Super*:

● Each character can now be played as one of eight colours, including *Original*, *Champion* and *Turbo* edition set-ups. The colour depends on which button you press when your character is highlighted.



Large background have been added to the way of more varied battles and, in some cases, the inclusion of entirely new elements.

SOUNDS

Perhaps the most immediate overhaul apparent in *SSFII* is in the soundtrack. Each piece of music has been beefed up and background effects have been included; passing cyclists tinkle their bells in China and instead of just honking their stuff at the end of each round (which they did, wrongly, in *SFII Turbo*), the elephants produce a din all the way through the India stage.

Character speech has been updated too, with things like Ken

and Ryu now actually sounding different (although we suspect it's just the same sample played more quickly, for the hyperactive Ken) and Gou's Sonic Boom being accompanied by a disappointingly wimpy, Americanised voice-over.

One complaint which has been lodged against *SSFII* in this area is the lack of oomph which greets heavy blows. Whereas *SFII Turbo*'s big hits were satisfyingly crunchy, *SSFII*'s seem to have generally been toned down.

Japanese Release



Games: Super Street Fighter II
Publisher: Capcom
Developer: In-house
Price: £89.99
Release: Out now
Players: 1 or 2 simultaneously
Cartridge: 32 Mbit
Adaptor: Any
Game supplied by:
 TCR Comp. Exch. (0711) 636 2666

It's been called a phenomenon. It's been called a way of life. And it's been called a right royal rip-off. Super Play tells how it really is.



GHATER LENGERS

2





WHAT'S THE DIFFERENCE?

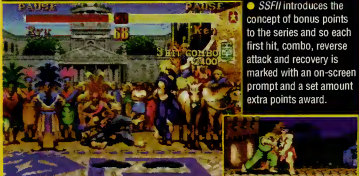
OTHER BITS

● Four new types of dizzy appear in *SSBII*. Now after repeated hits either stars, chicks, angels or grim reapers will appear above the fighter's head, all accompanied by their own goofy sound



effect. They don't effect the gameplay, though, and their appearance seems to vary at random. Oh, and yes, we know that *SSBII* Turbo had stars and birdies, but not in this formation.

● *SSBII* introduces the concept of bonus points to the series and so each first hit, combo, reverse attack and recovery is marked with an on-screen prompt and a set amount extra points award.



● The new *SSBII* has a new set-up system called 'Champion' which allows you to choose your opponent before the match. This means you can choose your opponent before the match. This means you can choose your opponent before the match. This means you can choose your opponent before the match.



● We wouldn't have worried *Champion* have incorporated a system whereby the SNES 'remembers' each of the eight fighters' initial selections ensuring that the old 'Aargh—I can't play

Link! I tried okay! Hey, I had, I had the difficulty level right, mumble mumble... with these keys I mean will never rear its oh-so ugly head. So we all play in harmony. Well, relatively speaking.

● The final change is the new Group Battle option. Here, players choose up to eight fighters each (characters can be duplicated, but only once) and after all the fights have finished the player with the most wins, er, wins. This mode has been seen before in *Fatal Fury 2* and it's probably just about as useful here as it was there—hardly at all. Still, you're getting more for your dosh so stop complaining.



CHARACTERS

CAMMY — ENGLAND

The 19 year old leotard-wearing, and hefty-kicks having, British secret service agent. She's fast and is probably the new character that most people will initially want to 'be', but for all the wrong reasons. Probably.



THROWS



CANNON DRILL — 4-4-4



SPINNING KNUCKLE — 4-4-4

ch This two-hit punch is Cammy's arsenal. With careful projectile attacks.

THRUST KICK —

● *Thrust Kick* is a move that is used by Cammy. It is a powerful attack that can be used in a variety of ways. It is a powerful attack that can be used in a variety of ways. It is a powerful attack that can be used in a variety of ways.



SLAMS



Grab using either medium or strong punch to shove your foe into the turf.

The same method as the Suplex but using medium or strong kicks.

Cammy can also use both types of throw in mid-air à la Chunners.

DEE JAY - JAMAICA

Dee Jay's, allegedly, a musician by trade who incorporates his natural rhythm into his fighting style. His moves are charged based making him a natural progression for Guile fans. We think he smiles a little too much, though.



SPECIAL MOVES



CHARGED PUNCH - Charge \leftarrow and any punch. Also known as the *Dragon Punch*, this can be chained together to inflict more damage than punches rather than a complete gauge.

CHARGED KICK - Charge \leftarrow and any kick. It's often tricky to get the second hit in on knowing opponents.



MAX OUT - Charge \leftarrow and any punch. It's Guile's Sonic Boom. That's it.

THROWS



SHOULDER TOSS - Medium or strong punch with a grapple.

BACKFLIP TOSS - And this is the kick variation.

FEI LONG - HONG KONG

FA kung fu master turned movie star, Fei Long is known his mood-swings and inclination to blub at the slightest provocation. Popular with arcade-goers because he needs to be practised with a great deal in order to guarantee success.



SPECIAL MOVES



BEKKA KICK - Charge \leftarrow and any kick. What a move! It may not look particularly tough on its own but string three together and you've got an attack of chromium-plating effectiveness.

RIISING DRAGON KICK - Charge \leftarrow and any kick. Another killer move - one of the most attractive-looking in the book.



THROWS



POWER THROW - Fei Long's medium or fierce punch throws aren't amazing.

HAIR THROW - His kick variant is preferable as he grabs his opponent by their head spins over, and luzzes them across the screen.

SPECIAL MOVES



THUNDERSTRIKE - Charge \leftarrow and any punch. Very similar to a Dragon Punch, this, except for its unfortunate lack of invulnerability.

HAWK - Jump and press at least two punch buttons on the way up. A swan-dive of a move and one that's useful both up close and from a distance.

STORM HAMMER - Charge \leftarrow and any punch. This is a super move, it's easy to do and it's a damn good piledriver, not to mention it's the most vicious in the game.

GRABS

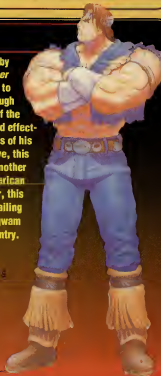


STRONG KICK GRAB - Use a strong kick when grabbing for a repeat-strike grip.

The strong punch equivalent which puts pressure upon the opponent's neck. It's evil, but we like it.

T HAWK - MEXICO

Said by some *Super* experts to be too tough because of the size and effectiveness of his Hawk move, this is another American character, this time hailing from wigwam country.



E HONDA - JAPAN

Honda's Sumo Smash now knocks down with one hit. Although having said that, it's a wonder that it didn't before. I mean, look at the size of his ar... (snip! - Ed) Apart from that minor enhancement, he's the same loveable old porker with the crazy underpants that he always was.



Off of all the attacks to be on the end of, this must be the...



CHUN LI - CHINA

Everybody's favc oriental rambler now has a new strong kick which she uses at close range. And her new fireball has to be charged like a Sonic Boom (rather than the Yogi Flame movement of old) and it only travels for two thirds of the screen. Now all she needs is a move to utilise those stupid ear muff things.



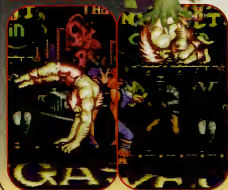
Chunnie: Her kick doesn't authorize her costume! And her hair! It's impossible to get a good look at it!



BLANKA - BRAZIL

Blanka has always been strong and he's got a new roll to beef him up even further. Now he can roll using kick rather than punch. The resulting attack is a reverse flip followed by an arced spinning roll making it especially suited to plucking approaching opponents out of the air.

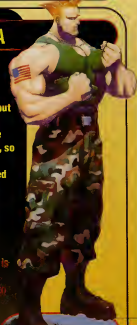
And there's all the new moves, back flip and spin that he can use on...



GUILLE - USA

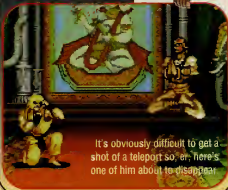
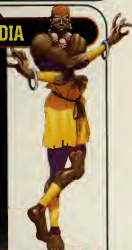
Guille has a new look Sonic Boom and a slightly revamped medium strength kick but that's it. Some experts still claim that he's the best character anyway, so maybe it's just as well that he wasn't expanded to any serious extent. Oh, and check out that new holding-dog-tag-along winning stance. Still a poser.

Guille believes that Guille is the best character in the world. What happened to Ken? He's unfortunately getting the attitude of a woman's girl friend.



DHALSIM - INDIA

Dhalsim's Teleport has been made considerably easier to pull off in a hurry but other than that he's unchanged. That's disappointing - I wanted to see a new Stretchy Neck Headbutt included, that would have been good. Or maybe a Issuu move using that mystic skull necklace thing. Yeah, or... (That'll do - Ed).



It's obviously difficult to get a shot of a teleport so, here's one of him about to disappear.

ZANGIEF -USSR

Now here's somebody worth having a look at. Capcom obviously decided that his short-range attacks weren't enough to keep him in the running so they've updated his slamming moves. Now, if you end a 360° spin with a kick rather than a punch he can grab an opponent from up to half a screen away and perform a Siberian Suplex or Bear Crusher on them.

The two key stages of the Siberian Suplex and a ball of Bear Crusher at the bottom.



All of the existing characters have undergone changes since *Turbo*, some, like Ryu have new moves which genuinely enhance play while others such as Dhalsim merely have their

existing moves updated in order to make them either more accessible or more effective, thus bringing them up in line with the others. NB All fighters' names are the Japanese originals.

RYU - JAPAN

Ryu's accidental red fireball from the original *SPW* has been developed into a proper move for *Super*. It operates in the same way as a Yoga Flame and either knocks the opponent down if the hit is close, or stuns them if it's from a distance. He's still one of the most flexible characters in the game and we love him like a brother.

Having the strongest fireball in the game, I'm sure you'll love it.



KEN - USA

Throw a Dragon Punch with a strong punch and it becomes one of the most powerful moves in the game, allowing for combos running up to five plus hits. Something which has been removed from both Ryu and Ken is the Invulnerability as Cyclone Kicks leave the ground, making them slightly less powerful in that department.

That's nothing quite like a Flaming Dragon Punch. Or a Cyclone Kick for that matter.



M BISON - USA

Apart from some general cleaning up of several of Bison's punching animations, he's been endowed with a completely new special attack. It's performed in the same way as Chunners' Spinning Bird Kick and is a sort of Junior Dragon Punch technique. It passes through projectiles too, so you've now got no excuse for never playing as him.

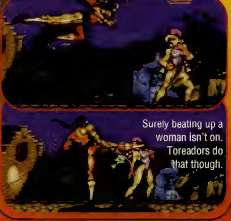
Blast returns to his older, hairier mode. Blast!



BALROG - SPAIN

Let's face it, Balrog was never going to win the first prize in the Annual Fighter's Ease Of Use Awards. But instead of changing his existing attacks, Capcom have introduced something new; his Off-the-Wall Claw Thrust. Performed by charging down then any diagonal up and punch, this attack homes in on opponents from anywhere on the screen. And he's got a new kick, too.

It's like a Super Kick, but with real Power. In fact...



Surely beating up a woman isn't on. Treaders do that though.



SAGAT - THAILAND

They haven't found a cure for his alopecia yet, but the Capcom boys have certainly polished up Sagat's standard punches and kicks. His two-hit Tiger Knee now starts hitting lower on the opponent and ends higher and he has an all-new flying punch. Don't expect anything out of this world, though.

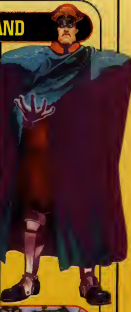
I don't think Sagat should be doing this stuff. Look at his bandages - he's obviously not well.



VEGA - THAILAND

The Flying Psycho Fist is Vega's new attack and what a cracker it is too. Performed in the same way as Guile's Flash Kick (but with punch) this manoeuvre mirrors Sagat's notorious Wall Climb (Barcelona) move. His scissor kick has been increased in power too, making him an attractive proposition either for people just starting out or hardened Turbo vets.

The backflip (and spin) is interactive. I'd love to knock someone with that belt.





TAKE CONTROL



Looks pretty handy, doesn't it? Get on the phone and badger those importers for one now.

In a move reminiscent of their original *SFII* Fighting Stick launch, Capcom has released a new pad, the Soldier, to coincide with the launch of *SFII* in Japan. Rather than the original, however, which was clearly a desktop arcade-style design, the Soldier pad has been ergonomically engineered to be suited to hand held use. We're not aware of any units making it to these shores as yet, but we're tracking it closely as it looks to be a natty piece of kit.



Right and below right. The Time Challenge calls for more ferocity than usual, as you strive to KO the opponent double-quick.



- BEST RECORD -
DHALSIM VS FEILONG 30'000:K1Z
- CAPCOM STAFF BOSS -
KEN VS DHALSIM 05'074:02M



The bonus round action hasn't been enhanced, sadly.

GOOD, BAD OR UGLY?



As Geoffrey Wheeler used to say, we've got a difference of opinion here. You see, judging by the letters which we receive at *Super*

Play, there seems to be an almost 50/50 split amongst SNES gamers where Capcom are concerned. Half are keen to support Capcom in their *SFII* endeavours regardless, and half believe the big C to be a company which has grown to become an uncaring multinational with diminished concern for consumers.

But let's get all the nasty stuff out of the way - we're all cheesed off that it's *Super* and not *Super Turbo* that we're getting - and let's concentrate on its brilliantness. Because it is brilliant. Fantastic, even. It's the best beat-'em-up we're going to see this year, of that I'm sure.

The main factor which counts towards its skillness is the introduction of the new four combatants. Remember when you first got the opportunity to 'be' the bosses in *Turbo*? Well this is even better because you won't even have seen Fei Long and his friends in action before (outside of the arcade anyway).

And they aren't just cobbled-together, characterless after-thoughts - they all have their own distinctive fighting style and you'll soon forge that bond with them in the same way you did with the originals.

The additional special moves add pots of appeal too, and I never want to play an Un-Flaming Dragon Punch Ken ever again after enjoying the delights of tagging one onto a string of moves to form a five-hit combo.

It's not all plain sailing, however, and I know you wouldn't forgive me if I didn't tell you about the questionable hits. For starters there's the speech, which I found disappointingly lacking. Capcom have removed the 'fight!' from the beginning of each bout and while I'm sure that sounds a petty grumble, it means that you've got to watch for the on-screen indicator before you can let go that pre-charged Sonic Boom, for example. Plus, there isn't quite the range of samples which appear in the Mega drive version and that's a 40 meg cartridge. The endings were also a let-down; Ken's is the same as *Turbo*, with not even many a token gesture made towards sprucing the sequence. What's the point in redrawing his portrait for the selection screen and then leaving the crusty *Turbo*

version in the end sequence? It smacks of laziness to me.

But I'm being purposefully picky because it's such an enormous title. The bottom line is that if you bought your SNES primarily to play *SFII* or *Turbo*, then you really must get hold of this. Don't be put off by that Jap price either; the US version should be around now for about £55-£60. Casual *SFII* fans, however, might be better off persuading a friend to buy it and then commandingeer the cart for the odd weekend or two once in a while.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
94%	91%	95%
GAMELIFE	OVERALL SCORE:	96%
95%		

VERDICT: A king amongst mere pretenders. Throw away those Capcom gripes and buy the best beat-'em-up the SNES has yet seen.

STREET FIGHTER II ANIME

We haven't managed to unearth a huge amount of extra information on the *SFII* anime but we thought you'd like to have a peep at the new shots which we've tracked down. Interestingly, the film is going ahead with the title *Street Fighter II* although it features all four of the characters which appear in the *Super* game.

We're pleased to see that the anime character interpretation has a rough edge to it. It's a bit disturbing to see Ryu with an Elastoplast on his cheek, though, perhaps he's turning bit soft.

SEE STREET FIGHTER AT THE CINEMA

Prepare to tear yourself away from your SNES because *Street Fighter - The Movie* is currently in production.

The year is 1995. The place is Shadowloo (which is a country in Southeast Asia, apparently). There's a civil war raging, and neither side shows any sign of giving in. Warlord General M Bison doesn't think his war is big enough, so he brings it to the point of global crisis by taking 63 Allied Nations' relief workers hostage. He demands \$20 billion for them, otherwise they'll all get put to death. Bad man. Very bad man.

But the world won't give in that easily. Colonel William F Guile is called in to rescue the hostages. His hands are tied until he can locate the secret fortress where Bison lives. Guile needs help.

So who does he call? Ken Masters and Ryu Hoshi. These are two down-on-their-luck fighting geezers who, it's clear, would be good at penetration military

defences dressed only in their pyjamas. Also on Guile's guest-list is Cammy. She's a British Intelligence Officer which a pair of 200-hole DMs. Their mission is firstly to infiltrate the house of Bison's arms supplier, a chap named Viktor Sagat.

All this is big news, of course, and following the story is a Chinese reporter with a kick like a hundred mules. Yes, it's good old Chunners. But although she's chasing the story because her work demands it, perhaps there's more to it than that. Perhaps something nasty happened ages ago. Like Bison kicking in Chun Li's dad. Or perhaps that's just us getting a little carried away.

Anyway, as the characters all converge on Bison's hideout, you can be sure of some major-league shoeing. But the question on everyone's lips is, who's going to be in this cinematographical epic? Here's the cast list.

COLONEL GIULE: Jean Claude Van Damme
M BISON: Raul Julia (from out of the Addams Family)
KEN: Damien Chapa
RYU: Byron Mann
SAGAT: Wes Studi (off of Last of the Mohicans)

BALROG: Grand Bush (?) Ed
E HONDA: Peter Tulasosopo
VEGA: Richard Jay
DEE JAY: Miguel Nunez
DHALSIM: Roshan Seth
T HAWK: Gregg Rainwater
CHUN LI: Ming Na Wen
CAMMY: Kylie Nogue (Kylie? Kylie? KYLIE? - Ed)

Not sorted out at the time of press is Zangief. Pet Long and, unsurprisingly, Blanka. There's also a new character to be introduced for the film, Captain Sawada. He is to be played by a Mr Kenya Sawada, apparently. He's Guile's second-in-command, and Capcom are apparently considering the possibility that he will be included in an upcoming game.

Street Fighter - The Movie will hit American 'theatres' in December of this year, and is released here in 1995.



We knew they'd never find an actor willing to have his hair cut like Guile. Still, the Muscles From Brussels isn't a bad choice. Remember him in the *Bloodsport*? That was all a bit *SFII*. Weird eh?



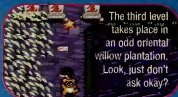
Jean Claude Van Damme
"Colonel Guile"

WORLD BEATERS

In which we stroll casually through the gameworld and stop off to take some piccies along the way. Not forgetting our stout walking shoes and flask of tea.



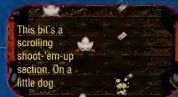
It looks like I've bought some of the rice balls and then tasted them.



The third level takes place in an odd oriental willow plantation. Look, just don't ask okay?



And here's the boss, a many-tailed dog thing.



This bit's a scoring shoot-'em-up section. On a little dog.



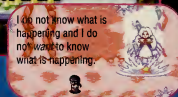
Now wouldn't that be a handy trick? I'd be great at harbours.



These things are the best! Best! Best! Best!



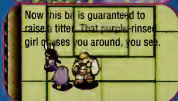
David Wilkie never had these problems.



I do not know what is happening and I do not want to know what is happening.



A-ha, the old flaming symbolics routine.




Now this bit is guaranteed to raise a little. That surly-ringer girl causes you around, you see.



Sometimes, I wish I had eyes at the top of my shoulders too.

Left: This is my favourite level. I just love that glistening translucency of the water. On a hot day it makes me almost want to turn the telly upside down and get some out. But I don't.

Japanese Release 

Game: Kikikaikai 2
Publisher: Natsume
Developer: In-house
Price: £74.99
Release: Out now
Players: 1 to 2 simultaneously
Cart ROM: 16 Mbit
Adaptor: Any
Game supplied by:
 TCR Comp.Exchange (071) 63 62666



How about this sinky little number? It's just your size I think.

No, but have you any rabbit ears in stock? I'll take all you have of those.

KIKIKAII

IT TAKES TWO

As with the first game, *Kikikaikai 2* places playing emphasis very much upon the use of two characters. Player one always takes control of the lead girl character, Sayo, while player two plays off the reigns for the girl's companion.

Initially, the choice of companion is limited to three: the raccoon from the original game, a girl versed in ninjitsu, and a judo-rebel bawling strong bloke. Throughout the game, though, you'll happen across huts within which new characters will introduce themselves and offer up their services in combat.

Unlike the first game, which was pretty straightforward in two-player mode, Sayo can now make full use of her companion by either flinging him/her towards nasties to create energy-sapping explosions and even by melding together with them to become one, allowing her to temporarily exploit the companion's special abilities.

MELDING

Toss your pal into the air and he'll fall to earth and land on your head. Now you're ready to roll...



RACCOON

Sayo's friend from *KIKIKAIKAI*, this chap's throwing move is pretty

subtle, a real eye for an eye, so you've got to use it in a very tactical way. He's also got a special action that can be used to help the furry fellow down the gully.



NINJA GIRL

A good choice to have by your side because of her skill with a shuriken. Join with her to use a flaming blade or throw her to unleash a spectacular flame attack.



STRONGMAN

Because of his size and durability the Strongman makes a good shield to hide behind. Also, make use of his rock-lifting capability to search out lots of hidden items.



SCARECROW

With his long, thin arms and his popping quality of attack, you can know his name - you'll need to use his samurai-style high-kick attack a lot among the trees.

A besuited Sayo is stuck between, er, two rocks and a hard place.



Uh oh, it's the chief whip.



Didn't you believe like this foppin' in *The Mysterious Story*?

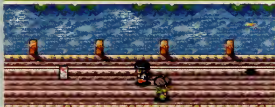


I don't think there were any winged tigers in it, though.



A raccoon, a weird-looking flail and heaps of potty co-stars - yep, *Kikikaikai* was our kind of game. And the sequel has got it all and more! So it's a fab game, right? Well...

KAIKAI 2



MOLEMAN

Use Moley for burrowing underground to keep out of the way of enemy attacks.



BIRDMAN

Birdman just flaps around being pretty useless for the most part so he's best avoided.

MOBILE SUIT GUY

Trust that by now you're bored of seeing generic robot suits. Well, here's one that's got a personality and a few special attacks to boot.



Left: It's the smiley blob from the cover. He's just asking for a punch in the eye.



Little huts like these are dotted throughout the world of *Kikikaikai 2*.



And inside? Why, it's a pair of rabbits offering us 1,000 GP. Obviously, really.



It's that pushy shopkeeper again. Now she's trying to flog us a dodgy bauble.

GOOD, BAD OR UGLY?



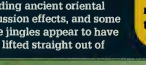
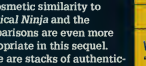
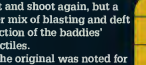
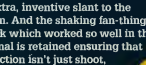
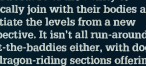
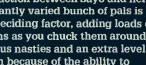
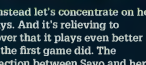
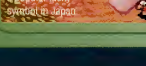
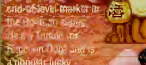
As lauded and fawned over as it was, I didn't experience the love affair with

the original *Kikikaikai* which many others (including all of *Super Play*, it seems) did. Personally, I think that Natsume made the game too tricky. Now hold on, I'm not scared of any game - I've finished *Xandra's* for goodness' sake - but I genuinely found it to be too annoyingly tough and unforgiving to be endured for much longer than an afternoon.

And it appears that Natsume agree with my judgement because they've pushed *Kikikaikai* back down the scale. Except that now it's perhaps a touch too easy - even without the use of the infinite continues I made significant progress through the game at my first attempt. But with any game as absolutely finite as this I suppose it's inevitable that the difficulty level won't be to everybody's liking; witness the likes of *Tiny Toons*, *Mickey's Magical Chase* and *Pop 'n Twinies*. But they're all still great games regardless, so let's put that point to one side for the moment.

EH?

These masks, for example, are based on images from traditional Japanese Noh Theatre.



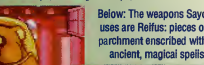
Now stop right there. It isn't really all weird; these things are all relevant (if you understand them).



Above: Those little ghosts are traditional spirits and have a place in mystical oriental legend. Left: Ah, I'm not *entirely* sure about the parcels.



Above: This is a bit easier; it's a Torii Gate, a traditional Japanese entrance to a shrine. Left: Oops, stuck again. Nope, don't know.



Below: The weapons Sayo uses are Reifus; places of parchment inscribed with ancient, magical spells.



Instead let's concentrate on how it plays. And it's relieving to discover that it plays even better than the first game did. The interaction between Sayo and her brilliantly varied bunch of pals is the deciding factor, adding loads of laughs as you chuck them around at various nasties and an extra level of depth because of the ability to magically join with their bodies and negotiate the levels from a new perspective. It isn't all run-around-shoot-the-baddies either, with dog and dragon-riding sections offering an extra, inventive slant to the action. And the shaking fan-thing attack which worked so well in the original is retained ensuring that the action isn't just shoot, shoot and shoot again, but a clever mix of blasting and deft deflection of the baddies' projectiles.

The original was noted for its cosmetic similarity to *Mystical Ninja* and the comparisons are even more appropriate in this sequel. There are stacks of authentic-sounding ancient oriental percussion effects, and some of the jingles appear to have been lifted straight out of

Konami's classic arcade adventure note-for-note!

So it's more fun than the original and it has the obligatory selection of weird Japanese about it making it an altogether more attractive package than most of the routine efforts which have been wheeled out lately in the West. I can't recommend it wholeheartedly to everyone, though, because it won't take expert gamers much more than a week to complete. To be fair, it does get a lot trickier later in the game but anyone expecting to battle with it in the same way as they did the first will be disappointed.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
85%	81%	83%
GAMELIFE	OVERALL SCORE:	79%
74%		

VERDICT: A perfect example of the 'It's great while it lasts' type. I'd recommend it to Jap-styling fans, though - they'll adore every minute.

MASAMUNE SHIROW'S

THE KING OF FIGHTERS XIII

URBAN COMBAT IN THE CITY OF DREAMS



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COMING SOON TO A CINEMA NEAR YOU

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FRI 12 & SAT 13 AUGUST
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SAT 13 AUGUST
ROBINS HYDE PARK
PICTURE HOUSE, LEEDS

FRI 19 & SAT 20 AUGUST
ROBINS 051 LIVERPOOL
& BIRMINGHAM CINEMA
SAT 20 AUGUST
CAROLIF CARPOOL ODEON

FRI 27 AUGUST
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EDINBURGH ODEON &
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UCI MILTON KEYNES,
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FRI 9 & SAT 10 SEPTEMBER
UCI WEST THURCOCK

FRI 16 & SAT 17 SEPTEMBER
UCI HATFIELD, UCI PORTSMOUTH,
UCI SOLIHULL
UCI LEA VALLEY & UCI SHEFFIELD

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BEAUTY AND THE BEAST

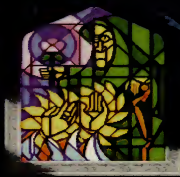
He's been touched with the ugly stick, spends the whole day roaring and could do with losing a few pounds. But enough about me...



Yes, it even rains in Disney But at least the rain is warm and nice.

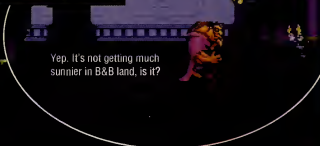


Mad, bad and so on.



Left: These stained glass window things are nice, eh?

Ooh. A bizarre little caption, this one.



Yep. It's not getting much sunnier in B&B land, is it?

It looks grim and dark here. Because it is.



Now this castle is more like it. Smart.

Japanese Release



Game: Beauty and the beast
Publisher: Hudson Soft
Developer: In-house
Price: £44.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: Any

And let us not forget, that the whole thing is simply a platform game and nothing else. Pity, really.

BELLE AKA BEAUTY

James Leach finds out just what makes Belle tick in a *Super Play* interview exclusive. Maybe.

James: Tell us a little bit about how you and Beast got together.

Belle: Well, he held me captive in his castle and growled incessantly until I eventually admitted that I was in love with him.

J: How did you feel when you first saw Beast, was it love at first sight?

B: I think *Beauty* summed up my initial thoughts when he sang, 'I would do anything for love but I won't do that!'

J: All that changed, though, when you got to know him, didn't it?

B: That's right James, I soon realised that he was a top bloke and when he tied

himself up a bit I was pleasantly surprised to learn that he's quite a looker.

J: So it's no longer Beauty and the Beast, then?

B: No, I think it's more like Beauty and the top bloke.

J: At the beginning of the game you manage to outrun the Beast who is undoubtedly stronger and more powerful than you. Did you go into training for the role or are you naturally beautiful and athletic?

B: Well James, if the truth be known I'm a distant relation to the 400 metre hurdler Kris Akabauty so I guess it's one of those genetic things.

J: Finally, are there any plans in the pipeline for a sequel?

B: Not unless we can persuade you to take the lead role.

The graphics are cartoony, but the whole thing is too dark and moody.

GOOD, BAD OR UGLY?



What's the deal with *Beauty and the Beast*?

The tale is supposed to leave us morally uplifted with the desire to wander around turning over new leaves, or something. The fact of the matter is, there was this prince. He was a good-looking evil, devious, indecent, unethical, generally immoral swine (I hope I didn't leave anything out). As a result he was changed into a beast by an enchantress, fair enough. Alright, so now that he's ugly he realises that he's no longer going to be a big hit with the girls and puts on a big act that chicks flip for. What kind of moral is that? Hey guys, it's okay to treat people as badly as you want provided you're not a bit on the grim side and don't have any hideous facial scars or anything. Very flimsy, as is the game I'm afraid.

Based on Disney's highly acclaimed retelling of the classic Perrault fairy tale, *Beauty And The Beast*, the game, kicks off about 15 minutes into the film with Beauty (or Belle to her friends) imprisoned in the castle and steering well clear of Beast. You play the role of the Beast, your aim is to find Belle and win her love before a flower left by the enchantress wilts and dies leaving you a beast forever. Your quest is set out over 12 levels and split into four chapters in and around Beast's castle. Unlike in the film

these settings are absolutely fraught with danger, trying to locate Belle is the least of your worries. Your main priority lies in trying to fight off bats, rats, spiders, frogs, books and all manner of dreamlike out-of-context foes. Yes, you've guessed it, we've got another platformer on our hands.

Graphically *BATB* is a stunner. The backgrounds are totally in keeping with the film and utilise parallax scrolling to good effect. The sprites are all detailed and the animation of Beast is particularly impressive. He leaps, roars, climbs, hangs and fights beautifully and easily rivals *Aladdin* as a spectator pleaser.

The sounds are as you would expect. The effects are pretty plain but with a soundtrack that won an Oscar it would have taken a bunch of monkeys to bodge this one up. It's the gameplay which makes *BATB* fall flat on its face in comparison to previous Disney licences. It's clumsy, pedantic and too often you find yourself relying on heaps of faith to reach platforms and fend off badkies. This makes survival a question of luck rather than skill. Even more dispiritingly, the charm of the film seems to have evaporated completely. Beast's friends are all in there somewhere in their various forms; Lumiere the candle guides you for a bit and Mrs Potts the Teapot keeps an eye on the score but you can't help feeling that these are merely gestures nodding a wink of recognition to the film rather than making the game an

extension of the film as was the case with *Aladdin*. Okay, so it's quite a challenge but for all the wrong reasons, though. The challenge is to see whether you can stay alive for more than 30 seconds rather than cunningly problem-solve your way to the end of each level.

What a disappointment, I'm a big fan of platformers – provided that they're done well – and always look forward to Disney conversions so I'm rather stunned to find this non-responsive and lacking in any sort of imagination.

Overall *Beauty and the Beast* is classic story converted in a simplistic and predictable fashion. Routine in all departments I'm afraid, just one long gorgeous-looking platform yawn.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
82%	78%	60%
GAMELIFE	OVERALL SCORE:	71%
66%		

VERDICT: It all looks fine and dandy but you should never judge a book by its cover. Or as this game proves, never judge a game by its graphics.



DON'T HURT 'EM HAMMER!

Platform games just aren't the same without end-of-level bosses. Or mid-level-bosses. Or some sort of bosses. But don't

worry, in this sense at least, Hammerin' Harry is the same. It's got bosses. And they're bankers. And they go a little like this...

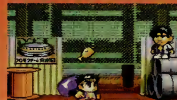
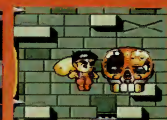
Below right: The skull boss also has a boxing glove. Here



Bankers bouncing favours. Combination boss. It ain't



The skull boss also has a boxing glove. Here



The merchant has a very easy life.



He's not skateboarding in any way, cool!



The well-worked learning curve means the final boss is toughest of all.

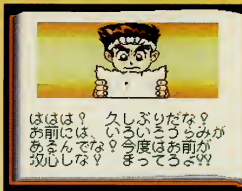


Michael Hestelime makes his swinging Super NES debut without a combat jacket. Okay, so it's a rosey gag. GUMPH!

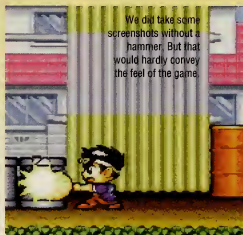
Japanese Release



Game: Hammerin' Harry
Publisher: IREM
Developer: In-house
Price: £44.99
Release: Out now
Players: One
Cart ROM: 8 Mbit
Adaptor: Any



Our Wii could probably read this. And if he did, he'd tell us it says, 'The rotten swines have bombed me house!'



HAMMER!

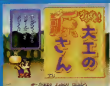
Art is not a mirror. It is a hammer. But can a cute, bug-eyed boy, hell-bent on revenge put smiles on faces? Read on.



Hitting old ladies over the head with a hammer has never been so much fun! Not since that weekend in Leeds, anyway.

Hit the wasps' nests with your hammer. Then you can have great fun clouting all the wasps as they chase you. Boys, eh!

GOOD, BAD OR UGLY?



Just another horizontally-scrolling platformer starring a bug-eyed hero with an oversize weapon? Well yes, and no. A fair proportion of the action involves jumping from one platform to another, hitting cats, frogs, old ladies and blowtorch-wielding adversaries for no readily discernable reason. But it does get a tad more sophisticated.

There are a couple of moves that need to be mastered, like being able to whack evil looking unicyclists both in front of, and behind your scooter. You'll need to experiment to discover which power-ups enable you to smack the floor and issue forth torrents of lethal rays. There are enough 'Blimey, I wonder if I can get onto that platform way up there by hitting spikes with my hammer to make a ladder?!' conundrums. And there are sufficient puzzles, certainly in the later levels, to keep you scratching your head and praying to the Good Lord above for infinite continues.

Each stage has its own peculiar baddies: helmeted dwarves with pickaxes populate the underground mining level; cats strut across the (hot tin?) rooftops; skateboarders and unicyclists make no contribution to road safety; dushins friskoo their lids to you, which end up as a guillotine or a surfboard, depending on how dextrous your digits are feeling. Each section has its own flavour – some are purely horizontal scrolling, another leans heavily on ladder climbing, while others are multi-directional. But they're all plagued with an irritatingly basic parallax, and small sprites with disappointingly little in the way of animation. Varied enough, yes. But is it exciting? Hmm.

Yes, it's another platformer. But at least it makes a decent attempt to incorporate puzzle elements, varied characters and scenarios, and the learning curve is well planned. *Hammerin' Harry* is neither huge, innovative, nor intellectual, but if you fancy a harmless platform romp, this one cuts the mustard.

● Josse Bilson

GRAPHICS	SOUND	GAMEPLAY
70%	75%	80%
GAMELIFE	OVERALL SCORE:	77%
60%		

VERDICT: Better than average platformer, where hitting cats and old ladies with a hammer is fine. Smiles on faces.

Scowin' unicyclists in spiky helmets, eh? They're even nicer when they're not.

MALLETS, MOVES AND POWER-UPS

Swing Hammerin' Harry's hammer, and smash open the crates and pipes that litter the platforms. Inside you'll find a rich assortment of goodies. And baddies.



Harry raids Halfords for a super power-up hammer to bash intruders over the bonce.



Strong arms that pop out of trashed crates allow you to swing that hammer with added gusto.



Added protection from foes comes in the form of this delightful jerkin.



While these cloven-hoofed jodhpurs put a spring in your step, ideal for those apparently inaccessible areas.



Every growing lad with a hammer needs rice cakes for sustenance.



Don't jump straight onto the crate you've just trashed. Bad things might be inside!

TELL US A STORY

his own business, standing in the street with his family admiring their house, and along come some dastardly baddies, with menace in their eyes and missiles in their undercarriage. Bombs away! And there goes Harry's Barratt starter home. *Pop!* Squads like a plausible enough excuse for a mallet-swinging, animal-bashing platform 'adventure'. Hmm.

Wouldn't you just know it? Harry's minding



TOTAL!



BLOOD AND THUNDER!

Join Raiden, Baraka and the gang in our double-whammy review of Game Boy and Super NES **Mortal Kombat II**, plus: **RISE OF THE ROBOTS**, **SUPER STREET FIGHTER II**, **DOUBLE DRAGON II**, **STREET RACER** and loads more, including hints, tips and juicy competitions.

**GIGANTIC
FREE STUNT
RACE FX
POSTER!**

IT'S BIGGER THAN, ERM, THE
UNIVERSE - PROBABLY.



ON SALE
TUES 16th
AUGUST

JIM POWER

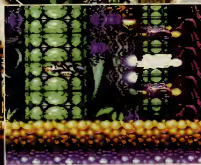
Take a trip into the special world of 3D, and find out just how special it really is.



Yep, looking pretty special at the moment, eh?



Still special, there's no doubt about it.



Wow. This bit really is special! More special than the other bits. Definitely.

OTHER 3D THINGS

1. Jaws 3D. Terrible
2. Wolfenstein 3D. Not real 3D, but great fun.
3. Those cross-eyed stereoscope pictures that no one over the age of 35 can see.
4. 3D Ant Attack. Skill, but on the ZX Spectrum aeons ago.
5. A hammock containing a sleeping politician.
6. 3D Mater Maze on the ZX 81.



Mode 7. As special as Maggie and Ronnie's relationship.

Japan Release

Game: Jim Power
Publisher: Electrobrian
Developer: In-house
Price: £49.99
Release: Out now
Players: One
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by: Dream Machines (0427) 869459

GOOD, BAD OR UGLY?



The big attraction of *Jim Power* has just got to be this 3D business. And, just like the *Radio Times* when they were doing those 3D

evenings on the telly, the game comes with a pair of deeply untrendy glasses to peer through. Wait for the good news; when you slip them on, you'll be amazed to discover that it works really well. *Jim Power* really is in 3D and it looks excellent. But more about that later.

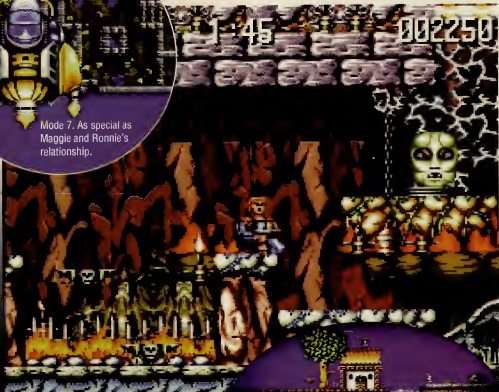
To set the scene, *Jim Power* is yet another platform game, and not a bad one. You are the anonymous hero, who must charge through the multiple levels on foot, firing wildly at everything as well. Oh, there are loads of weapon-and-life-enhancing collectibles. And that's about it.

We've heard all this before, of course. So whether *Jim Power* is successful depends on the 3D sections. How does it all work? It uses the same principle as the red/green glasses, but the colour shifts are much more subtle, and combine with the most striking use of parallax ever seen on a SNES game.

So what you see (with the glasses on) are several 2D planes which give massive depth as they scroll past. The game handles these very well, and the whole thing runs at a fair turn of speed. The best thing about the bright, flashy graphics is that they don't look at all bad when you play without the glasses on. There are none of the irritating red and green lines which plague 3D films when seen normally, so if you get fed up with wearing them, and you just want to blast away at the game in an effort to finish it, you can do with much enjoyment.

As a platformer in its own right, it would be slightly above average (helped by the lovely graphics), but with the added novelty of 3D, it becomes well worth a look. However, it must be said that whether 3D will catch on is debatable. It works well here, but do game fans really need it? And is parallax planning the best way to show it off? I feel a feature coming on...

● James Leach



The graphics do look nice without the 3D glasses, but they lack that something, ohh, so very special.

Here's the house you see at the beginning. Not special at all. A bit dull, in fact. Luckily, it doesn't occur again, so you can forget it.

GRAPHICS	SOUND	GAMEPLAY
88%	75%	67%
GAMELIFE	OVERALL SCORE:	76%
69%		

VERDICT: An attempt at 3D which really works. But once you've oohed and aahed over it, the game underneath is another platformer. Still, a brave attempt and 3D could well be something we'll be seeing a lot more of.



POPULOUS 2

Maybe some giant kid is controlling our destinies, if so can he put a seaside near Bath please?



What did *Populous 1* get? (Sounds of ruffling through old *Super Plays*) Aha.

Issue 2. Here it is. And someone called Jonathan Davies gave it 85%, apparently. He called it 'relaxing, impossibly compulsive and nice to look at too.'

Populous is a 'god game'. You control the destinies of your people, all of whom live on an island world. This ranges from making sure they've got flat ground to build their houses on, to tackling the bad guys who generally live on the other side of the landmass. You can have wars with your foe, simply by attacking them outright with your forces, but a far more sneaky way to take them on is by causing 'natural' disasters around them, and sending in your men to wipe out any survivors.

Of course, the SNES (controlling the other tribes) will be trying to do

exactly the same to you. It's a kind of finely-balanced wargame, really.

So is *Populous 2* any better? Imagineer have updated the graphics, making the 3Dish islands look much more realistic, as well as improving the scrolling and making the whole thing run more smoothly.

The game now contains 32 very different enemy gods, and there are 29 divine effects to smite your foes' tribes with, instead of the fairly pathetic six that *Populous* had. Plagues, whirlwinds and massive roaming fires now appear.

And there's a new option; you can adjust yourself (as god) to be elemental. This means that you can specialise in fire, air or water, and can be expert in burning, blowing or drowning the little chaps on the other side. It's a neat touch indeed.

So all-in-all, *Populous 2* is a better game than its predecessor. Only two things stick their heads up and announce themselves as

FIVE DEITIES

1. Eric Clapton
2. George Best
3. Fabio
4. Barry Grant
5. The Dalai Lama

Left: A bloke with wings on his hat. Right: A small village being invaded.



Right: As you play through the levels, your progress takes the form of a journey on Earth. There are six of these worlds to hack through.



UK Release



Game: Populous 2
Publisher: Imagineer
Developer: In-house
Price: £49.99
Release: Out now
Players: 1 to 4
Cart ROM: 8 Mbit
Adaptor: Any

Left: Being a god has its advantages. Like torching the enemy's villages.
 Right: That's me.



GOOD, BAD OR UGLY?

quibbles. One is that everybody with a computer can play a linked two-player game. And jolly good it is too. Couldn't some split-screen thing be done on the SNES? And the other thing is that to get the most out of it, you need a SNES mouse.

There. Small quibbles, great game. Better than *Populous*, so buy it, why don't you?

● James Leach

GRAPHICS	SOUND	GAMEPLAY
82%	77%	88%
GAMELIFE	OVERALL SCORE	87%
87%		

VERDICT: They've done a good job here. The game is definitely better than before. But it's one to play in the dark watches of the night; it's not action all the way.

SPECTRE

ENTER THE CYBERWAR



SUPER PLAY 90%

"A stunning tank combat game that will last as long as your SNES."

SUPER ACTION 88%

"An atmospheric and playable SNES cart Spectre is a fine game in its own right."



"Spectre is a lesson in proper gameplay."

TOTAL!

"A high quality 2 player shoot 'em up seriously worth consideration."

Nintendo

MAGAZINE SYSTEM

"Spectre is about skill, strategy and nerve - it really is in a class of its own."



SUPER NINTENDO
ENTERTAINMENT SYSTEM

GAMETEK

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**GAME
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ON SALE

SMASH BALL

Anyone for tennis? No? Anyone for football, then? Oh. Right. Let's cross the two. And make it cute...

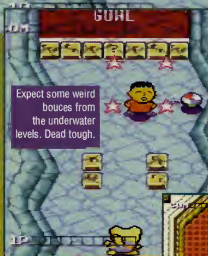
Japanese Release



Game: Smash Ball
Publisher: Charactersoft
Developer: In-house
Price: £49.99
Release: Out now
Players: 1 to 2 simultaneously
Cart ROM: 8 Mbit
Adaptor: Any

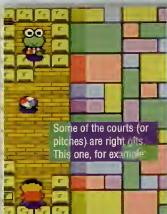
POWER TO THE PEOPLE

Well, to the little cute characters anyway. What you do is stand still as much as you can during the bout, and let the energy bar get up to maximum. Then, when it does, you flash like a mad thing and are able to smash the ball in a straight line (no spin or swerve here) towards the enemy goal. If there are any blocks in the way, you can bash them away and still have enough power to get a ricochet. It's the crowning glory after a few minutes of tense rallying.



Left: This chap is actually a fish, although he looks more like an alien to us.





Some of the courts (or pitches) are right ugly. This one, for example.



The scoring system is simple. The first player to three goals wins the level.

GOAL

GOOD, BAD OR UGLY?

サンリオワールド
スマッシュボール!

野

This is a mad little game. Forget massive puzzle adventures and 32-bit fighting games. What you need is a fast, exciting cross between tennis and football.

And Smash Ball is it.

The idea is simple. You pick a character and try to defend your goal, whilst trying to smack the ball in the opponent's aperture. The goals are generally (but not always) guarded by blocks which disappear after one, two or sometimes more hits. As they vanish, you get weak spots where the ball (or disc, as it actually is) can sneak through and get into the goal.

During play you can choose between two sorts of shot, which can either be a fast, straight bash or a spinning shot which bounces erratically off the walls. But by holding down one of the strike buttons and keeping perfectly still (not an easy thing to do in the middle of a match) you can let the power-bar reach max, at which time the character flashes. Now you can hit the X button and produce a massive strike. In fact, if you're quick enough, you can get up to three massive strikes.

And as you play on, you have to play on progressively tougher and more complex courts (or pitches, or whatever). Spinning arms, little wheels and bouncy balloons all get in the way and add an element of unpredictability which makes things even more lively.

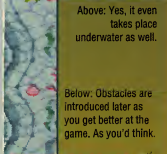
And that's almost about all you can say for Smash Ball. It's great, simple fun and it's cute as well. Like every game ever, it's at its best in the two-player mode. But it's still marvellous fun in one-player, as the difficulty curve is about perfect.

If you see this one around, you could do a lot worse than buy it. It's a great little game and will provide you with hours of fun and entertainment.

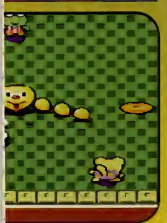
● James Leach



Above: Yes, it even takes place underwater as well.



Below: Obstacles are introduced later as you get better at the game. As you'd think.



GRAPHICS	SOUND	GAMEPLAY
73%	67%	87%
GAMELIFE	OVERALL SCORE:	82%
82%		

VERDICT. A simple game with ever-so-cute graphics which really gets to you after a while. Very addictive and great fun in one- and especially two-player mode. A surprise gem, *Smash Ball*.

GAMES
MASTER

FOLD HERE

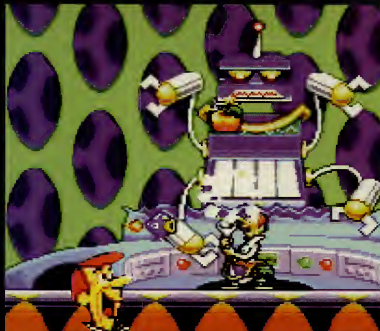
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GETTING
FULL
YOU'RE
GETTING
MASTER



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FOLD HERE

Stop! I saw you glance at those platforms and prepare to flick on by these pages. Hold on a moment, there might just be a little something else in here too.



Apparently, *The Jetsons* TV show was expected to repeat the incredible success of *The Flintstones*. It never quite did, of course.

US Release



Game: The Jetsons
Publisher: Taito
Developer: In-house
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by:
 Zap Computers (0532) 590077

THE JETSONS

HUH HUH, THIS GAME SUCKS!

George Jetson isn't famed for his ability in the offensive department. So at the beginning of the game he's given a tool to use to ward off the planet pirates' invasion. It

looks like a high-powered portable vacuum cleaner but the manual assures me that it's a pneumatic-precipitator (or POP for short). Here's how it works.

You'll find these blocks lying around all over the place. Suck...



And blow 'em away!



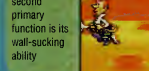
You can't need a pop, just suck up the pieces directly.



Then launch them against walls to kill them and reveal bonuses.



The POP's second primary function is its wall-sucking ability.



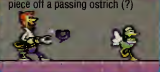
Sliding the POP against a wall.



An effective trick is to stick it to the side of a floor.



...and a piece of a passing ostrich (?)



Now even though I've just come from the area below, I'll die if I try to go down. Annoying? Yep.



Above: Although that bonus star is tempting me to jump over here, I'll die trying. Shades of *Daffy Duck*, here.

GOOD, BAD OR UGLY?



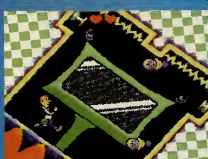
Why do all bus drivers have oodles of messy hair and tattooed forearms - is it a clause in their terms of employment? And

why do doner kebabs actually become practically inedible in the harsh light of day - is it something to do with the relative position of the moon in orbit? And why the heck does every cartoon license get turned into a 'jolly' platform game - is it just lack of imagination or even - gasp - laziness on the programmers' part?

What about the 'Cheese'? George prepares to leave the room, embarrassed.



These are all unanswerable questions of course, but the latter is probably the most baffling. Is it really that difficult to approach something like this from a different angle? Look, I'll have a bash: how about some form of space adventure where you'd need to switch between each of the Jetsons in order



Taito obviously attended extra Mods 7 classes at programming school.

Mystical Ninja/Castlevania comparisons crop up with frequency. There's even a section reminiscent of the MB 'classic', *Downfall*.

NS



Not everything can be sucked up like so much litter. These droids, for example, employ reverse thrust to stay out of your reach, amusingly.



Why do all cartoon characters have five o'clock shadow, 24 hours-a-day? They did a parodic scene on that very thing in *The Simpsons* once, I believe.

to handle each part of the game making use of each individual character's skills (don't forget that it is *The Jetsons*, not *Jetson*, after all). George would be your all-rounder, Elroy would be nippy and essential to use in tight spaces because he's a titch and you could even use the home-help droid thing for extra strength and lots of nutty gadgets and everything. Right then, I'm off to pursue a career in software development ('Ray! - everyone), but before I leave I've just got time to fill you in on *The Jetsons* as a game, such that it is (*Boo!* - everyone).

And it's time for a little surprise. You see, you don't kill the haddies by shooting them or even by jumping on their heads. Because of the POP device which George has unwittingly come by, the gameplay has much more to it than the drudgingly typical likes of *Duffy and Flintstones*. The feel it imparts can be likened to *Kirby's Dream Land* and even *Bionic Commandos* to a lesser degree. *The Kirby*

analogy stems from the obvious suck-it-in-and-blow-it-out stuff and the *BC* from the way in which you can stick to walls and hang from ledges. I must say that after playing around with it for an hour or so I was bordering on feeling almost refreshed.

So maybe it isn't that bad at all and I was being disgustably unfair from the outset. Well, no. It still has its fair dose of the unforgiveableness apparent in its stalemated, except that it's not quite the kiss of death in this case. The level design can lead to you falling into gaps in the landscape which you quite acceptably believed to be merely access to other areas and there's an acutely annoying flaw in the vertically scrolling levels. After scrolling the screen upwards you can't fall back into an area which you've previously occupied - the game interprets it as falling into a hole and instantly kills you. And the music is only marginally more bearable than those £29 Casio portable

built-in demo tracks while the graphics, although vivid and bright, are often just a bit too much to stomach.

Can I leave you to write the last paragraph yourselves? Thought so.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
79%	57%	78%
GAMELIFE	OVERALL SCORE:	70%
68%		

VERDICT: Let's be fair: the POP idea and implementation is really rather excellent. And all the rest? Just fair to middling I'd say.



SONIC BLAST MAN 2

Japanese Release

Game: Sonic Blast Man 2
Publisher: Taito
Developer: In-house
Price: £44.99
Release: Out now
Players: 1 to 2 simultaneously
Cart ROM: 12 Mbit
Adaptor: Any

He's second only to Ultraman in the kitsch stakes. So we sent our master of fack around to give him a good kicking.

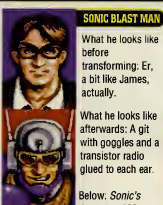


SONIA

What she looks like before transforming: A successful surbanite, probably a secretary.

What she looks like afterwards: A successful surbanite, probably a secretary, out on a Friday night.

Whyley!
Just like 5
November



SONIC BLAST MAN

What he looks like before transforming: Er, a bit like James, actually.

What he looks like afterwards: A git with goggles and a transmitter radio glued to each ear.

Below: Sonic's devastating 100 megaton punch.



CHARACTER SET

Although two players can play *Sonic Blast Man* simultaneously, it's a bit of a shame that the character choice is restricted to these turkeys...

CAPTAIN CHOYEAR

What he looks like before transforming: A blonde, smirky geezer with a very obvious hair-styling dilemma.

What he looks like afterwards: Flash Gordon during a bout of intense torture at the hands of Ming The Merciless. Well, a bit.



Do not invite this man to your house. He's mad, and he'll break your car!



"When you're quite finished, I wouldn't mind being untied, old bean..."

I used to know a girl who could do that.

Go on Sonic! Go and wrap your pom-poms round his ears like the big girl you are.

GOOD, BAD OR UGLY?



'Watusumapoo-digumie!' I'm sorry, but I don't know what that word means – in fact, it may really be more than one word. But why am I

mentioning it anyway? Because that's what *Sonic Blast Man 2* says when you press start at the game's title screen, that's why. Now, when this sort of thing happens in a game, you can be sure that it means that it's going to be either a) so brilliantly weird that you'll spend your time playing it either marvelling or chuckling at various bits and therefore enjoying it to no small degree, or b) no.

And of course, *SBM2* falls squarely in the b) category. It's a clinker; an absolute nuggot of an excuse for entertainment; it's a scrolling beat-'em-up. First, apologies to anyone who actually revels in this sort of

thing – I'm not in the business of offending people. But just how exactly, can playing this be possibly interpreted as 'having fun'? Heavens above, even as an example of its type it falls short. So many annoying bits, then, just to further my argument: it doesn't endow the player with temporary invulnerability after you've been hit, meaning that you can be just getting up from a knock and be immediately struck down again; unlike *Legend*, there's not even a token effort to spruce up the action with great special effects; the bonus rounds which made the original game almost bearable have been thrown out of the window – this is just straight fighting, nothing else.

And to top it all, the hero of the title, *Sonic Blast Man*, turns out to be by far the least effective of the three characters on offer. His standard attacks don't have the power or range of Sonia or Captain Choyear's

and he's ridiculously slow to boot making him just about redundant.

One day someone's going to come along and take me away from all this. (Please?)

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
71%	58%	30%
GAMELIFE	OVERALL SCORE:	31%
37%		

VERDICT: After all of the games which we've insisted be released over here, this is one game which we're happy is likely remain firmly where it is.



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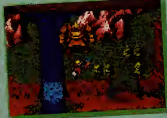
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NEKO GOES TO JAPAN

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Will we ever see the sweet little tiger in Super Play again? Can we tempt him back from his new life in the heart of Japan?

Cast your mind back to last month. Neko's brain was removed and placed rather carelessly in a mobile suit, loosely mimicking the plot of *Syndicate*. Since then, of course, it's been put back in its owner's head where it belongs.

But all was not well. Such radical surgery had a negative effect on the poor little fellow. In fact, he disappeared. For a while we didn't care, but then concern began to grow. There's only one place Neko wanted to go... Japan. Off we went, hot on the trail of the timid tiger, until, deep in the heart of Hokkaido we found him. But all was still not well. Neko appeared not to recognise us. He ignored our pleas for him to return. And when he spoke, it was in Japanese.

Where do you fit into this? Well unless you join the swelling ranks of happy subscribers, you'll never see Neko in these pages again. He's got a new life now, you see. He knows the tea ceremony perfectly, can wield a nunchaku with ease, speaks, writes and understands Japanese with precision and has even got addicted to pachinko.

There's only one hope. If enough people take out subscriptions to Super Play, Neko will change his mind and return to the

team that loves him. He'll give up sushi and houses made of paper to withstand earthquakes and he'll be back in Super Play.

There are, of course, other reasons for why you should subscribe. You knew there would be, didn't you? Anyway, why you should subscribe to Super Play,

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STREET RACER

IN PROGRESS

A really neat and fast four-player simultaneous racing game with added violence? Sounds good. So good, in fact, that *Super Play* just had to investigate fully.



Super Mario Kart has been the king of Mode 7 racing games ever since it came out. The two-player mode, the number of tracks, the neat graphics and the sheer playability all combined to put it at the top of the charts, and earned it 93% in the first ever issue of *Super Play*.

That was nearly two years ago, and still there hasn't been a racing game to touch it (apart from the astonishing *Stunt Race FX*, of course). But *Street Racer* looks like it could change all that.

First things first, there are eight drivers (see panel), each with wildly differing characteristics. Of course, on the track they all work out roughly equal, but

it's wise to make your choice depending on your aggression and driving style.

There are two ways to approach the races. Either you can just go all out to get in front and stay there, or you can fight, barge and mess up the other racers, and get the advantage that way. It's possible to win using either methods, but what seems to work best is a combination of all-out nastiness at the beginning, when everyone's bunched up, followed by a spell of extremely fast and accurate driving.

Each player has a home course, with a scrolling background making it instantly recognisable. Sydney has the Opera House, Japan is very high-tech and Transylvania has the famous Dracula castle. Incidentally, there's a Turkish driver and course, because Mev Dinc, the producer and designer is Turkish. This also might explain why Hodja, the Turkish driver gets to use



Totally mad. Not this game, but King Ludwig of Bavaria. He was as mad as a chesscake, history informs us.

There are eight drivers in *Street Racer*. Each have strengths and weaknesses, and each car has got difference performance capabilities. But in addition to all that, each car and driver has a series of special attack moves to cause maximum damage to their opponents. Let's have a look, shall we?

DRIVERS, START YOUR ENGINES



Biff
Country: USA
Age: 19

Hand weapon: Baseball bat swipe
Side attack: Expanding tires (not tyres, you'll note)
Front attack: Monster grapple



Frank
Country: Transylvania
Age: 100

Hand weapon: Big punch
Front attack: Batmobile with flapping wings
Side attack: A scary ghost to

frighten other drivers, who then swerve wildly and cause accidents



Helmet
Country: Germany
Age: Retired, apparently

Hand weapon: Walking stick punch
Side attack: Spikes
Front attack: Triplane



Surf Slater
Country: Australia
Age: not known

Hand weapon: Beach towel flick
Side attack: Huge beach balls



Suzulu
Country: Africa
Age: Early forties

Hand weapon: Voodoo stick punch
Side attack: Pokey spears
Front attack: Rhino charge



Hodja
Country: Turkey
Age: About four centuries

Hand weapon: Rubber dagger punch. Rubber? That won't hurt.

RACER

ROAD RUMBLE

There's another sub-game in *Street Racer* as well. It's a little like the bash-'em-up in *Stunt Race FX*. You start in an arena with a load of opponents (SNES-controlled or human)



Skidily-type smoke-marks are all over *Street Racer*. Like a rash.

and you must punch, kick, ram and generally hurt your foes. Each car has an energy bar and the last one surviving is the winner. Once again, it's mad, crazy and totally exhausting. And it's great fun.

The fighting and ramming bit is really skill. And everything.

HOW IS IT DONE?

Super Play asked that very question to Mew Din, producer and designer of *Street Racer*. 'We've explored Mode 7 very thoroughly. I didn't want to use vector polygons because many of the games that use them look similar, and it's hard to get a car to behave realistically when it's made up of rectangular boxes.'

'Having four players going simultaneously, we were obviously concerned about slowdown. But we learned a few Mode 7 tricks and found that we could keep the speed exactly the same regardless of whether one, two, three or four players are currently racing.'

The best thing about our efforts to keep the game moving quickly was that we didn't need to use a DSP chip. We could have done the same game with one, but it would have been more expensive. So in the end we managed to get everything we wanted including the fighting moves, the transforming vehicles, the rumble section and the football section into 8 Mbits, and without using a DSP. So the game will be a lot cheaper than it otherwise may have been.'

which adds much to *Street Racer*. Not only do you punch and

whack other cars, but you can use special moves and 'combos' to stop anyone getting past. With eight cars all bunched up it's possible to really ruin things for all the others just by using the right move at the right time, then jumping and hitting the turbo to get away from the resulting mess.



weird and powerful magic. *Street Racer* boasts a massive range of options, too. The most powerful one is probably the action-replay full-video playback facility. After a race, you can watch the entire thing again, from any of the cars. You can view the action from any stationary point on the track, follow the cars around from an aerial view and generally scroll anywhere to see them. It's easily the most powerful action replay feature ever seen on the SNES, and adds a whole new dimension to the fun.

But what about gameplay? Underneath it all, *Street Racer* is shaping up to be a game packed with playability. Not only is it fast and accurate, with superior collision detection and joystick responsiveness, but it is simple to get the hang of, and you won't spend three-quarters of every race stuck on the side of the circuit.

The violence as you race is another element

Side attack: Magical force field repelling other cars

Front attack: Magic levitating car Plus crazy magic which reverses other players' joypads, to freezing other cars



Sumo-San

Country: Japan

Age: From the future (so in negative figures, presumably)

Hand weapon: Painful sumo smack

Side attack: Sumo splash

Front attack: Electrical force field X-rays the others



Raphael

Country: Italy

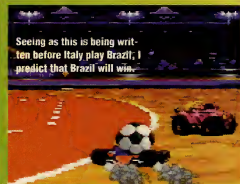
Age: 23

Hand weapon: Smooth punch

Side attack: Loud horns blare others away

Front attack: Grapple

His body parts are the best thing. Turbo, but we'll get on that later. While the combat, etc.



Seeing as this is being written before Italy play Brazil, I predict that Brazil will win.

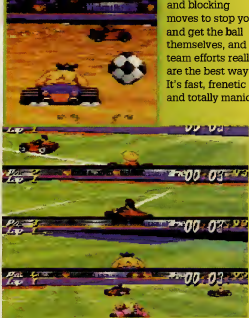
SENSELESS FOOTBALL

There's a sub-game in *Street Racer*, in which you (and up to three of your human chums) must rush around a football pitch with one big goal guarded by a moving barrier and a large football bouncing around. You can trap this and drive it towards the goal, where you fire it and hope to score.

It's supposed to be a five-a-side game, but experience shows that it tends to be far more of a free-for-all as everybody rushes for the balls, barging and leaping at once. You can choose options for the game length, or whether someone reaches the required number of goals.

Of course, underneath it all, there's a lot of tactics and strategy going on here. All the other players must use their weaponry and blocking moves to stop you and get the ball themselves, and team efforts really are the best way. It's fast, frenetic and totally manic.

It looks fun... and by George it is! We can't show you how much - use your imagination.



And the beauty is that four people can take part in the foxy bit as well. Hang on. If Italy win the World Cup I'll look pretty silly. Come on you Brazilians!



SUPER

BY TONY MOTT

So having bought your Super Game Boy you're needing advice on which of those bargain-priced beauties to pick up, right? Right. Here we go then...

SHOOT-'EM-UPS



The question that begs to be asked is: what's happened to shoot-'em-ups on the SNES? They truly are a dying breed.

Nemesis 1 and 2

Both of these carts are getting on a bit now but they're top-most variations on the truly classic coin-op theme. Many arcade-to-Game Boy translations lose much of their magic in the process but you can bank on Konami to keep everything ship-shape and Bristol fashion. And don't forget that these guys introduced the power-up system as we know it today - they know their stuff.

Protector

It looks like it's going to be a while until we see the new instalment of the Contra series on the SNES (Konami are keeping very tight-lipped) so it looks like this is the only conceivable option. Don't consider that a cop-out, though; *Protector* has more action packed into its 2 x 2.5 inches of plastic than you're likely to see anywhere else.



Red dungeons and everything! See? Deep down you knew that SGB was a hot little piece of kit.

Super Mario Land

The first Game Boy title ever and early proof that Nintendo's system could deliver playability to match just about any other machine around. It's all here, yep every day *Mario*-style platform action with mushrooms, fire-flowers and secret pipe rooms plus new underwater and even scrolly shoot-'em-up bits. Add all that to the fact that it's going for a song, due to its age, and you've something of a must-have.

Wario Land

A very recent release this, and one which has picked up glowing reviews all over. The sprites and gameplay are all relatively large giving it a similar feel to its pseudo-arcade *Mario Land 2* and the change-your-hat-to-gain-new-abilities idea is both novel and well-implemented. With a battery-backed RAM facility it's not going to take ages to complete but the endings change according to performance in the game, giving it a quality which makes you want to do it all again only better. Most recommended, oh yeh.

Batman

Like the original *Mario Land*, this game looks almost as fresh now as it did when it appeared years ago. The main Batman sprite could almost be construed as an SD version due to its teeny-weeny size but don't be put off; it simply allows more room for manoeuvring around the brilliant little levels. The shoot-'em-up bathing bit and the well-drawn in-game stills also add to its worth.

Kirby's Dream Land

Being a Shigeru Miyamoto production should give you an instant pointer to this game's

quality. Incorporating an odd mix of sucking, flying and spitting, *Kirby* is one of the most perfectly designed video game characters since *Pac Man*. It's a shame that it's all over so quickly; this is an easy game, but sucking the top off of a little mushroom, like a rug off of a baldie, ranks up there among the greatest video game moments ever so don't miss it.

Donkey Kong '94

Probably the most instantly-classic Game Boy game yet, this *Mario* vehicle is of a calibre seen so rarely nowadays, rivaling even the mightiest of SNES creations in its perfection. Perhaps inevitably, it was Shigs that did the biz with this game. Some day the guy's going to be awarded The Services To Video Games Cross or something.

Parasol Stars

As Taito's follow-up to their arcade smash *Rainbow Islands*, *Parasol Stars* continued in the then-popular trend of simplistic, few-screen platform environments with cute characters slotted in to equal one of the most addictive titles to appear on the *Boy Out To Lunch* or *Magic Boy* are probably its nearest equivalents on the SNES but neither of those games really touch on the quality which Taito hit upon with such regularity back then.

Hyper Lode Runner

A little known but classic little title. This. Originally a hit many years ago for Broderbund on Atari's 8-bit computer range, it actually went on, unusually, to spawn an arcade version. It's cosmetically basic but you can't deny pure playability which this has in spades, proved by the fact that this new SNES version is currently in production in Japan.

PLATFORMERS



GAME BOY

83

Mystic Quest

Originally *Seiken Densetsu* in Japan, this was actually the true predecessor of *The Secret Of Mana* with many of the jolly characters appearing in both games. It's primarily action-based; you actually have to swing your weapon at foes rather than mess around with turns, but there are enough spells and stuff to keep more intense players happy.

The Final Fantasy Legend

Squaresoft produces a series of RPGs in Japan under the name of SaGa. This is the translation of the first of the existing three and it includes the unusual (for the Game Boy, at least) idea of dealing with a party of four adventurers rather than the traditional one. The battles are purely turn-based and it has a level of depth which is rarely seen on the machine. *Final Fantasy* freaks will certainly appreciate this.

Zelda IV

Buy it. There's not much more left to say other than to give the assurance that this has just about

everything in it which made SNES *Zelda III* the corker it was. The GB hardware-dictated flick-screen playing environment is disappointing but there really is nothing else worth questioning for a moment. If only all games were this good...

Gargoyle's Quest

As an early release, this platform-cum-overhead-viewed-adventure from Capcom showed that Game Boy games could be as diverse as those on display elsewhere. The adventure element isn't nearly as strong as *Mystic Quest* et al, but there are loads of little villages to explore, people to talk to and quest-ness abound to break up the action sections perfectly. Another cheapie by now and one worth rummaging through that bargain bucket for immediately.

Monster Max

Ask any ex-Spectrumsite for their Top 10 Games Ever and Ocean's *Head Over Heels* will inevitably appear hovering around at the top. The game's programmer, Jon Ritman, made his long-overdue debut on the Game Boy very recently with this

game. It's an isometric 3D number in the mould of SNES *Equinox* with lots of clever puzzle bits and unusually attractive graphics. And it's the only game to even approach the quality of *Zelda IV* in many people's eyes. Enough said?

Metroid 2

Don't expect the incredible depth of *Super Metroid* and you'll get along fine with this. It hasn't earned the recognition over here which it deserves but *Super Metroid* lovers willing to put up with a slightly watered-down fix should seek it out with obscene rapidity.

Below: The opening sequence of *Mystic Quest* sees our hero trading blows with an over-sized pussy.



Left: Another gratuitous shot of *Mystic Quest*, I'm afraid. We like it.

ADVENTURE GAMES

Revenge Of The 'Gator

Pinball can be boring – just have a peep at SNES *Pinball Dreams* if you need any convincing. *Gator*, however, cleverly shoves the genre on its head by making the table elements alligators and all sorts of other weird little buggy things. You need to watch someone tilt the pad as they play to appreciate its convincing quality.

Kirby's Pinball Land

This being the newer of the two GB pinball titles available it's probably going to cost twice the price of *Gator*. There's not really much to separate them when it comes to the crunch although this does, of course, feature the lovable marshmallowy little sucker himself. You'll be safe with either title really.

Tetris

With an official SNES version of *Tetris* still not available, this is the

perfect solution for adaptorless gamers wishing to experience one of the most played games of all time. The only downside is that the GB's two-player link-up option isn't available. Still, it should tide you over until Nintendo finally wake up and smell the coffee in the UK.

Boulderdash

As another ex-computer hit, *Boulderdash* uses one of the most simple ideas to ever materialise in a video game. Collect the diamonds and avoid the rock stacks overhead which can be dislodged with alarming ease. If you already know the game – which we suspect is the case for many – then have a gander; this is a great little version, and those not already aware of its delights should also apply.

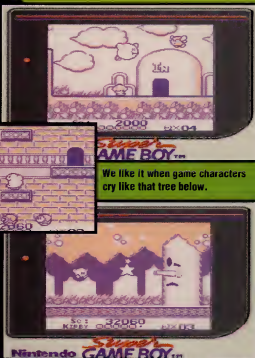
Solonon's Club

One of the beauties of the Game Boy is that many games appear on

it which are, wrongly, deemed not strong enough to constitute a conversion to a 'big' machine such as the SNES. The resulting effect means that many gems are ignored, and *Solonon's Club* is one of them. Essentially a conversion of the arcade game *Solonon's Key*, this is a puzzle-based platformer quite unlike anything else around. Try it, you might like it, as they say.

That brings our necessarily brief dip into the delights of Game Boydom to a close.

With the current summer drought of SNES software in full effect you now have a choice elsewhere. Hurrah!



We like it when game characters cry like that tree below.

MISCELLANEOUS

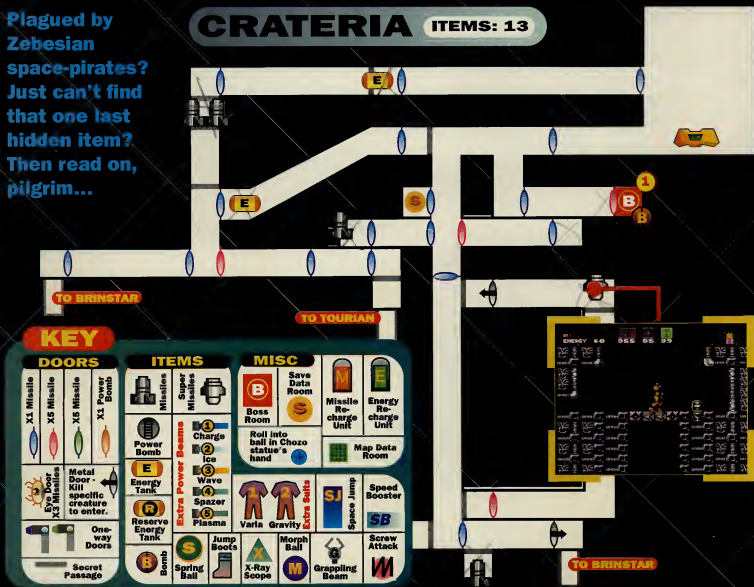
SUPER METROID

NINTENDO
(JAP/US)
By Dan Jevons

64

Plagued by Zebesian space-pirates? Just can't find that one last hidden item? Then read on, pilgrim...

CRATERIA ITEMS: 13



KEY		ITEMS		MISC	
X1 Missile	Super Missile	Charge	Save Data Room	Missile Recharge Unit	Energy Recharge Unit
X5 Missile	Power Bomb	Wave	Roll into ball in Chozo statue's hand	Map Data Room	
X10 Missile	Extra Power Beams	Ice			
X1 Power Bomb	Energy Tank	Plasma	Varia	Speed Booster	
Metal Door - Kill specific creature to enter	Reserve Energy Tank	Jump Boots	Gravity	Space Jump	
One-way Doors	Bomb	X-Ray Scope	Extra Bulbs	Screw Attack	
Secret Passage	Spring Ball	Morph Ball	Grappling Beam		

General Tips

- One of the most important things to sort out at an early stage in the game is how you're going to set up your buttons. It makes sense to set them up as in the *Mario* games: B - jump, Y - dash and X - shoot. It's a matter of personal taste, of course, but we found the default settings somewhat counter-intuitive.
- The wave gun can shoot through the one-way metal poles, so if they're blue, you can open them even if you're on the wrong side. Very handy.
- Once opened, all doors become blue doors. Even metal ones.
- Save the game as much as you can! There's nothing more annoying than

- losing hours of play over an unexpected death. Or for that matter, a crash or a power-cut. It also helps if you've decided to go for a record time. If you botch it up, you can just restart from your saved position and do it again quicker.
- The game has multiple endings, and in order to see the best one you're going to have to complete the entire thing in under three hours. Though, to be honest, the only real differences are the various states of undress that Samus finds herself in. Complete the game in under three hours and she really lets her hair down! Try to beat my personal best of 1 hour 52 minutes.

- After you have destroyed the mother brain and are on the way out of the complex (before the planet blows up), take time to visit the room where you first got the Bomb for the Morphing Ball. Here you'll find the friendly Dachola and Etecoons waiting to be rescued. Shoot out the wall on the right to let them escape, then hurry back to your craft. Now, after the planet explodes, watch in the distance for their ship to leave the system.
- Did you know that at the very start of the game, where you first search the space station for the missing Metroid larva and encounter Ridley, you can actually defeat him, or it, right there

- and then? Climb onto the door (not the ledge by the door, but the actual door itself) and just keep pummeling him with shots. Don't bother dodging his fireballs, just jump and turn your back when he comes on for a swoop attack. After enough hits, Ridley will turn red and drop the larva! This is a great moral victory.
- To defeat the Metroids in Tourian, you must first freeze them, then fire either one Super Missile or five Normal Missiles into their brains. If they latch onto you, roll into a ball, drop bombs and move back and forth over them. Hopefully one of the explosions will catch it and knock it off you.



ENEMY CHOZO STATUE

Encountered in the room where you first collect the bomb for the morphing ball, this creature emerges from the remains of the Chozo statue and attacks with plasma beams and claws. You must jump to shoot him, then as he gets close to you, roll between his legs. Use Missiles, if possible, and shoot the blots he spews for both Missile and Energy refills. Easy peasy.

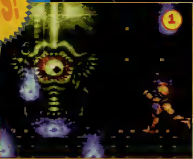


TO BRINSTAR

WRECKED SHIP ITEMS: 13

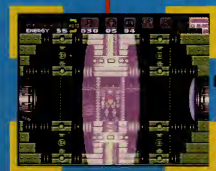
BOSS!

TO MARIDIA



PHANTON (BOSS)

Phantomon is only vulnerable when it opens its eye, so save your missiles for clear shots. Phantomon's most common form of attack is to sway back and forth spewing flaming blue eyes (which can be shot if you need to recover missiles and health) then suddenly stopping and opening his eye. Make sure you track his form with your gun so you are ready when he opens up. If he moves to the top of the screen and attacks by dropping a line of blue flames, jump and spin to pass harmlessly through them on their descent. Time it right and you won't get hurt at all.



E

B

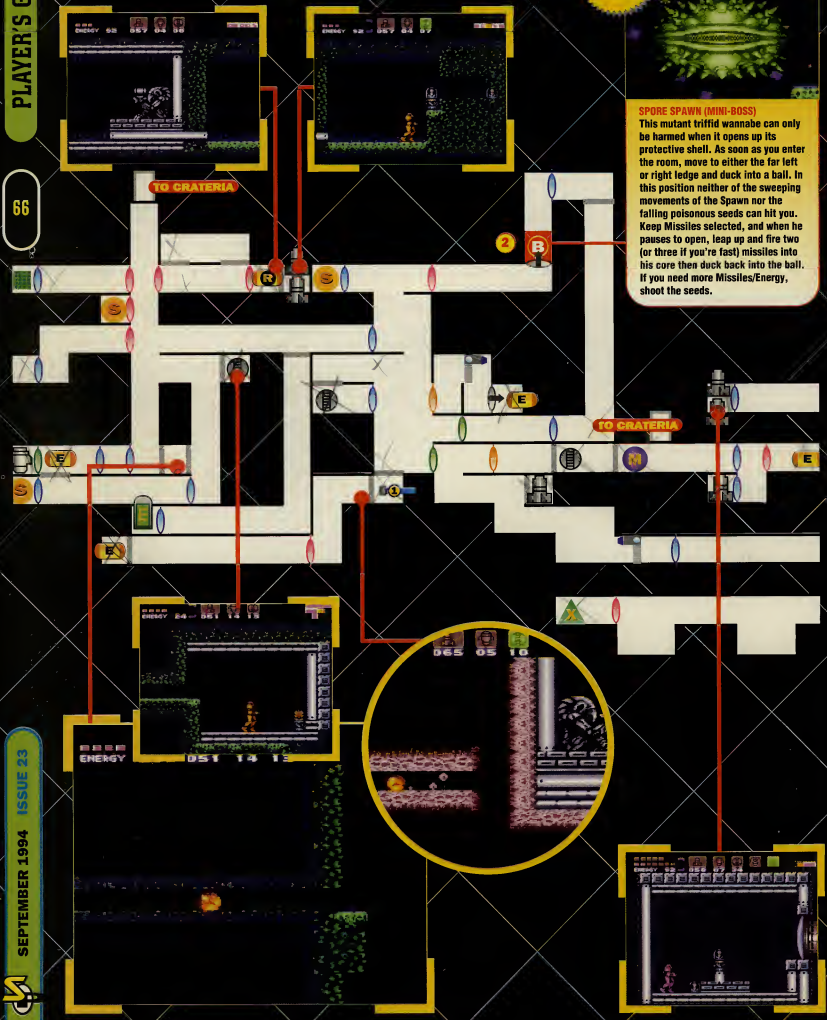


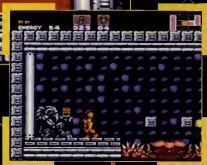
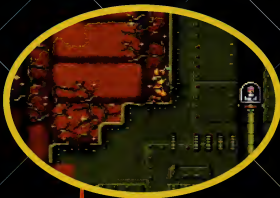
BRINSTAR ITEMS: 18

66



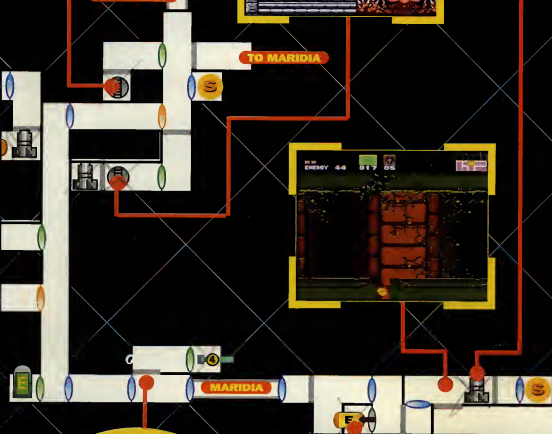
SPORE SPAWN (MINI-BOSS)
 This mutant triffid wannabe can only be harmed when it opens up its protective shell. As soon as you enter the room, move to either the far left or right ledge and duck into a ball. In this position neither of the sweeping movements of the Spawn nor the falling poisonous seeds can hit you. Keep Missiles selected, and when he pauses to open, leap up and fire two (or three if you're fast) missiles into his core then duck back into the ball. If you need more Missiles/Energy, shoot the seeds.





TO CRATERIA

TO MARDIA



BOSS!

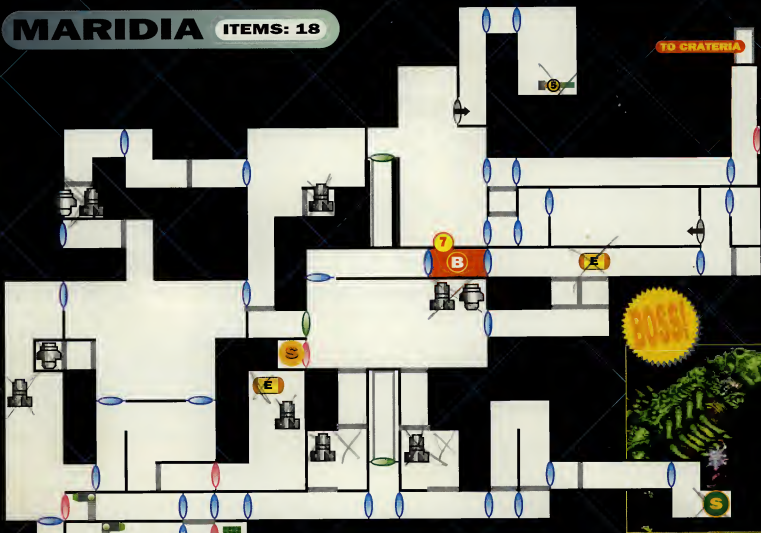


KRAID (BOSS)

When you first enter the room, and your Kraid raises his head above ground level, try to conserve your missiles by only using charges beam shots. Shoot him in the head and in a few moments he will open his mouth. Now quickly leap up and release your beam shot right smack bang into his gob. After a few hits like this, Kraid will raise himself up through the ceiling, and you must follow him up onto two floating platforms to continue the battle. Repeat the process as described above, but this time use the Missiles, or Super Missiles. Shoot the boomerang things for Energy/Missiles, and avoid the chest splinters he fires.



MARIDIA ITEMS: 18

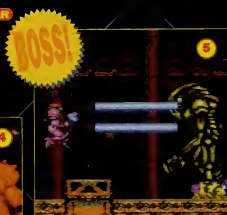


TO BRINSTAR TO BRINSTAR



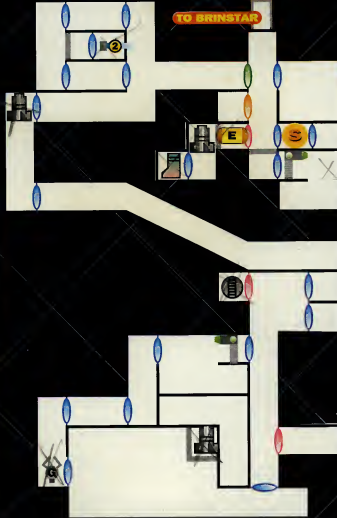
CROCOMIRE (MINI-BOSS)

The Crocomire cannot be damaged by any weapon, but instead he can be charged back along the passageway until he falls into the lava at the end. Staying just out of his arms reach, you must jump up and shoot the creature in the head, then, when he opens his mouth, fire either a charges beam shot or missile inside. Keep up a rhythm as, given a chance, Crocomire will recover lost ground rather quickly.



RENEGADE CHOOSY STATUE (MINI-BOSS)

Found in the lower regions of Norfair, this Mini-Boss is reminiscent of the Enemy Choosy Statue found in Crateria, and indeed they both use the same type of attack patterns. But this time the going seems a lot tougher... unless, of course, you know what to do. **DO NOT USE NORMAL MISSILES** as he will simply turn sideways and dodge them. And its not a good idea to use Super Missiles either, as he catches them and throws them back at you (though you can flood him with so many that it is between his catching and throwing, you can get in a hit or two). No, by far the best way to waste this nemesis is to just use the fully charged Beam shots aimed directly at his body.





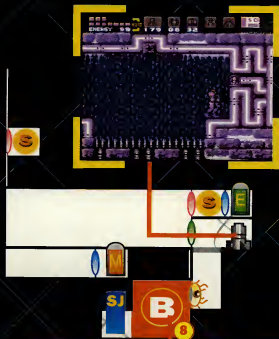
RIDLEY (BOSS)

The penultimate boss of the game, this is your second encounter with the leader of the space pirates. Ridley has two methods of attacking: bouncing on his tail and swooping at you, and it is the latter that gives you the greatest chance to inflict damage. As he bounces on his tail, get body side of him (by rolling underneath his tail as he hops) and aim your gun straight up into his body. Then walk along with him as he bounces, and fire as many missiles as possible. When you reach them end of the platform, roll back. If Ridley should swoop at you, jump up and fire a Super Missile for a guaranteed hit. And if he grabs you, then wiggle the D-Pad like mad to escape from his clutches before he lashes out with his tail.



SNAKE CREATURE (MINI-BOSS)

Not featured in the booklet. Shoot this snake-like monster repeatedly in the head, whilst avoiding its coils and tail. Occasionally, it will stop swimming, and pop its head out of one of the holes to fire plasma at you. At this point it is especially vulnerable and I would recommend the use of a few Super Missiles. Overall though, stick to the corners and you should be okay.

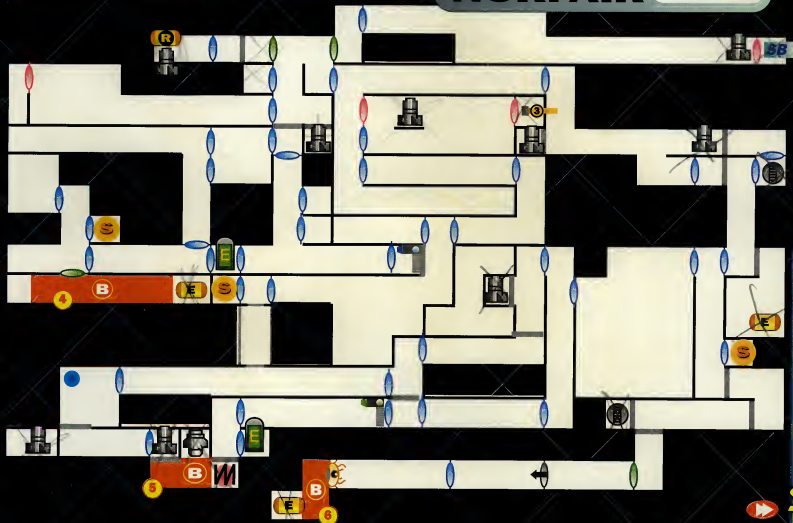


B DRAYGOR (BOSS)

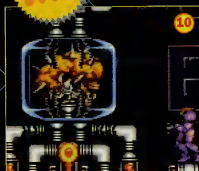
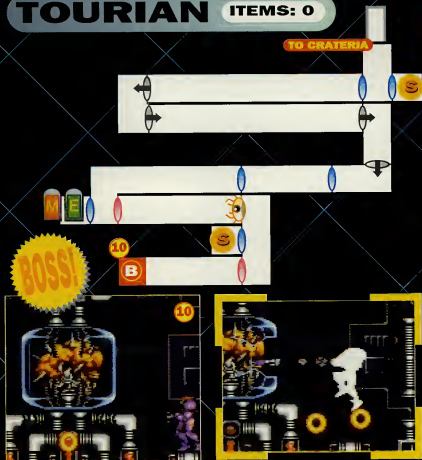
The Draygon has an armour-plated coat covering most of its body, so make sure you aim for its weak spot - its stomach. Draygon has two identifiable attack patterns, a quick diving swoop and a slow horizontal pass, both of which, with experience, can be exploited. Wait in the middle of the chamber and face the side which Draygon is on (the side he last went off on), prepare to fire a Super Missile. If he

is attacking with a swoop, fire the missile, then quickly roll into a ball to avoid contact. If he is attacking with a slow pass, run to the side he is attacking from, then walk across screen with him firing loads of normal missiles into his belly. Shoot the blobs for items, and roll into a ball as you reach the opposite side, to duck back underneath him. And if he grabs you, wiggle that pad! One of the tougher bosses.

NORFAIR ITEMS: 30

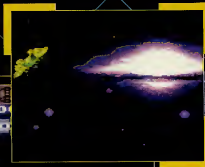
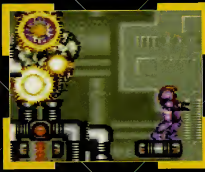
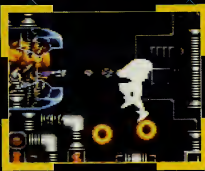


TOURIAN ITEMS: 0



MOTHER BRAIN

This rather cosmetically challenged final boss first takes the appearance of a large floating brain in a tank, like the previous *Metroid* games. After your approach through his chamber, you should break through the glass and destroy the bosses initial form by jumping and shooting missiles. Easy so far. Then, as the brain rises up out of the ground, now attached to a body, stand in the far right-hand corner of the screen; aim you gun diagonally up left and wait until he stands tall before letting rip with everything you've got. And the rest is up to you. We don't want to spoil things for you by giving the end away, do we? No, of course we don't.



Saving the aliens is your duty. Er, then again, time is ticking away – and you probably tried to shoot them on first meeting anyway...



SPECIAL TECHNIQUES

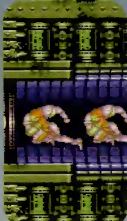
UNIQUE POWER-UPS

With the spaser and plasma weapons it is possible to access a special 'super energy' attack which covers half the screen! Make sure that you have only the particular weapon (either spaser or plasma) and charge items in use (for example, turn off Ice and Wave at the Samus status screen) then select the Power Bomb icon at the top of the screen. Now, after you charge up a shot, keep the button held down and you will release a mammoth energy blast.



SUPER PROPULSION

Once Samus has collected the Speed Booster boots she can access a Super Propulsion move which enables her to fly along either vertically, or horizontally at incredible speed. Make Samus run along a flat until you reach her top speed and the boots engage themselves (your image starts doubling) then press DOWN. Samus should stop dead, crouch, and start flashing yellow. Now, if you want to fly vertically press DOWN and JUMP. If you want to fly horizontally press JUMP, quickly followed by the direction (Left or Right) you wish to travel in. Takes a bit of practise.



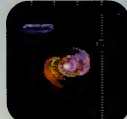
ENERGY RECHARGE

If your energy gets low (Below 50) and you have no energy in your reserve tanks, it is possible to exchange some of your missiles and bombs for energy. To do this you must have at least 10 Missiles, 10 Super Missiles and 11 Power Bombs. Now roll into a ball, select the Power Bomb icon, press and hold the L and R buttons and DOWN on the D-Pad, and keep them held, press X to drop the bomb. Samus should shed her armour, curl into a ball of white light, and come out with full energy!



SPACE JUMP

The key thing to remember about flying with the Space Jump is that you cannot just keep tapping the button. You have to time every button press. If in a continual cycle of jumping. Just make sure you press JUMP on Samus's downward descent and you should be alright.



Grappling Beam

In order to keep up the momentum when swinging in full circles, using the grappling beam, you must remember to use only the lower half of the D-Pad. Even when Samus swings up above the block she is attached to, you must still press DOWN (though it should be UP) to keep her at the beams full length. And you can use the grappling beam to swing from the Ripper creatures.



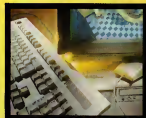
Mallet Bomb Lay

Charge up a beam shot, then instead of releasing it, duck into a ball. Samus should now spew out a whole load of bombs in her ball state, covering a small area around her.



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5



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1

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4



Get one of the six top scores and you go on to a regional semi-final (there are four, covering Scotland, the North, South-East and South-West) at Future Zone's September Road Shows. Win, and you get a Philips CD-i player! (Runners-up all get a £50 Future Zone software voucher and a subscription to any Future magazine!)

3



Play your first-round heat, trying to get the highest score you can on our two featured games - the amazing Virtua Racing on Sega Mega Drive, and the outstanding Pinball Dreams on Super Nintendo. (The heats start on the first of August and run for a whole month.)

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GAMEFREAK

SNES TECH & GAMING ANSWERS

By Jason Brooks



72

Super Play's own source of video gaming enlightenment will tend your troubles. Whether its technical or simply trivial, get them in to Gamefreak for an answer.

DEAR GAMEFREAK

Q After reading that *Kid Icarus* will be coming out for the SNES, I was wondering who will be handling the project?

A It's an in-house project at NCL (Nintendo Co Ltd in Japan). No news on a release yet, but next year seems likely.

Q Will there be any more conversions from the NES, like *Bionic Commando*, *Zelda 1* and *2*, or perhaps a four-in-one cart (featuring *Zelda's 1, 2* and *3* and *Link's Awakening*)?

A *Bionic Commando* has been rumoured and personally, I would like to see it translated more than any other game – the arcade version (not the weird NES game) was one of the most skillfully designed arcade games Capcom have ever released. As for more compilations, a Megaman one is on the way to the Mega Drive but sadly no sign of any SNES version, or a *Zelda* compilation, either (sob).

Q What does NTSC stand for?

A National Television System Committee – this TV standard was adopted in the USA in 1953 and runs at 60Hz.

Daniel Waldie, Northampton.

DEAR GAMEFREAK

Q Any news on *Castlevania V*?

A No, it's still at the rumour stage, I'm afraid.

Right: *Final Fantasy VI*. A completely excellent game, but not yet scheduled for release in the UK. Boo.

Below: *Castlevania* in all its rather gory glory. The SNES incarnation really is the best version of the game.



Q How do the PC Engine and Mega Drive versions compare to *Castlevania 4*?

A The Engine game trounces the weedy Mega Drive game, but both fall short of the atmosphere delivered by Konami's masterpiece.

Q Are Konami and Capcom still committed to the Super Nintendo?

A It's a little worrying that the companies who used to make so many classic games for the SNES are now churning out

substandard stuff like Capcom's *Knights of the Round*. There's little doubt that new consoles like the PlayStation, Saturn and Project Reality will be demanding an awful lot from both company's R&D facilities. Let's hope some decent programmers stay working on the SNES for a good while yet.

Q Are there any plans to release *Goemon 2* in English. If not, is it very easy to get hold of the Japanese version?

A It's a breeze to play in its Japanese form, but Konami have not announced any plans to convert it just yet.

Q With Saturn and the PlayStation due before Christmas in Japan, is it really worth waiting for another year or so for Project Reality?

A No, of course not. A true Gamefreak does not wait, it buys some thing equally exciting immediately, and then pays the consequences later. They'll be some stunning games on both Sony's and Sega's new systems so if you can afford it, it'll be worth getting both (as well as making you the most popular games player in your neighbourhood). However, if you can wait over a year, Nintendo will have a mindblowing games system with some phenomenal games, and that'll be worth getting too. You decide.

James Clark, Middlesex.

DEAR GAMEFREAK

Q Will any of the *Final Fantasy* games be getting a UK release?

A *Final Fantasy Mystic Quest* is already available over here, but the best games, *FFIV* (*FFII* in the US), *FFVI* (unreleased in the US), and *FFVII* (to be called *FFIII* in the US) are all unscheduled for UK releases. Nintendo has the rights to Square's release schedule, but what's it doing about them? Nothing, it appears.

Q What are the top SNES RPGs available in the UK and US?

A In order of preference: *Secret of Mana*, *Zelda*, and although not strictly an RPG, *Solstice II: Equinox*.

Q Where are the rest of the *Final Fantasy* series (*FF1* – *FFV*, as I hear America is only getting *FFVII*)?

A Only one Famicom game made it over to the States – the original *Final Fantasy*. *FFIV* was released as *FFII* back in early 1992, and *FFV* is



supposed to be coming out after *FFVI*. Confused? You should be.

Q Which of the following FX games are the best: *Vortex*, *Stunt Race FX*, *Starwing 2*?

A *Stunt Race FX* (or *Wildtrax* as it's known currently on import) is an amazingly playable racing game, although first impressions are deceptively crude. *Starwing 2* is a mystery – it won't be surfacing until the Las Vegas CES in January next year.

Q If I have a 60Hz Japanese PAL Super Famicom will it do the same job as a SCART version, such as, no borders and 17% faster?

A Only if your television has enough latitude to display a 60Hz signal.
Kamran Ramzan, Nonamesville.

DEAR GAMEBREAK

Q I have an Amstrad monitor (model no CTM 644) which came with an Amstrad CPC 6128 that I bought approximately eight years ago. I want to know if there is any way I can get an image from my SNES (PAL version) onto the monitor by using the multi-out socket. The monitor has a lead wired internally with a 6-pin Din plug at the end.

A It is possible to hook up a SNES to an Amstrad monitor, but you'll need to make a custom lead. Since you included the individual pin-outs, you could go ahead and do it yourself, but a company like TDS Trading in London will do it and even branch off stereo leads, too. You can contact them on (081) 677 5113.
E Gray, York.

DEAR GAMEBREAK

Q Is there a *Secret of Mana II*, or any other *Mana*-related game in production? If so, when can we expect to see it on import, or US/UK release?

A Yes, see the interview with Squaresoft's Ted Woolsey on page 14. As to when we'll see it, it's anybody's guess.

Q When will *Stunt Race FX*, *Starwing II* and *Vortex* be released on both import and UK release?

A *Stunt Race FX* is available now on both US and Japanese import, but won't be in the UK until September. *Starwing II* will be out in Japan in early 1995, and *Vortex* should be out by Christmas '94.

Q What about *Mortal Kombat II*, *Super Street Fighter II* and *Zelda IV*?

A *MKII* is out on 9 September, while *Super SFII* won't be making a UK appearance. *Zelda IV* is definitely on the way, but not for the SNES. *Ultra 64* is set to play host to *Zelda*.

Q Have you any new details on Project Reality?

A The latest announcement is that Rambus, a big US memory interfacing company, is providing the system with an astonishing memory interface running at 600MHz. The price and release date remain the same as before: September 1995, for around \$250.
Iain Steele, Aberdeen.

DEAR GAMEBREAK

Q I was reading an American games mag and in it there was an article about *Super Street Fighter II X*. It showed a picture of a supposedly hidden character, however, it didn't show him fighting anyone. He was very big, wore a ripped denim jacket and had a pony tail (no, not T Hawk). Is he for real, or is he just another rumour?

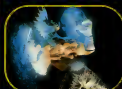
A He's real alright. Akuma appears at the end of the game and, provided you've not lost a single round, he fights you after killing Bison.

Q Is there any way I can get hold of the *Super Famicom CD* magazine featured in issue 20?

A You'll have problems getting that particular issue, but current issues will be stocked either by the Japan Centre or Books Nippon in London.
Gareth Jones, Lanarkshire.

NEW column!

The run-up to Christmas promises some really great games. But next year we'll have some even better things to look forward to...



1. KILLER INSTINCT (Rare/Nint) ● Release: 4 October (Arcade)

Now, I'm not the world's biggest beat-'em-up fan, but this really does look great.

The home version will be identical too (when it eventually arrives).



2. DONKEY KONG COUNTRY (Nint) ● Release: November (US/Japan)

It's the best thing ever. Okay, it's *Mario*. Well, *Super Adventure Island*, too. But *Adventure*

those graphics smashing, eh? Rendered graphics have never been this cute before.



3. NOSFERATU (Seta) ● Release: October (Japan)

Just as we get ready for the most delayed SNES game ever to arrive, it gets puts

back another month! Still, the graphics look great, so let's hope it's worth the wait.



4. SECRET OF MANA II (Square) ● Release: TBA

Okay, so nothing's been seen of this highly anticipated sequel but you can bet it'll be

a phenomenal game. Expect at least a 24 meg cart, and possibly 32 meg.



5. BREATH OF FIRE II (Capcom) ● Release: December (Japan)

The graphics for this brand new sequel to Capcom's year-old RPG looks great. So let's

hope that the first game is a success for Square, so they pick up this one as well.

DEAR GAMEBREAK

Q Thanks for printing my letter in issue 20, but I have some more questions for you to answer:

Having seen *Virtua Racing* running on the Mega Drive, I was amazed at how fast and smooth the graphics were. Could you please tell me if the Super FX chip is better than Sega's *Virtua Processor*? Please be honest even though you are a SNES mag!

A The SVP is a little faster for shifting polygons – it can manage around 7,000 per second while the Super FX is happlily chucking around 4,000-5,000 per second.

Q Will *Stunt Race FX* be as smooth as *Virtua Racing*? Personally, I doubt whether it could be.

A Nintendo's game isn't as smooth as Sega's but it probably could have been if less colours had been used – after all, it runs inside a pretty small game

window. And here's some blatant name-dropping to prove it. When I was at the CES in Chicago recently I was invited to a boat party held by Alias (the guys that wrote the rendering software for *Donkey Kong Country* and *Killer Instinct*). Most of the time I spent talking with Nintendo's game genius Shigeru Miyamoto, who was also there and, while on the subject of Super Famicom games, he told me that he'd wanted the game to use 256

colours to make it much more appealing. If it had used less colours it would certainly have been smoother. So now you know.

Q Is *Starfox II* going to be 32 meg?

A No, 16 meg.

Q Any news of any Grand Prix FX games?

(Preferably with the cars not having bloody great big eyes or the ability to morph.)

A There's a motocross one, from Electrobrain but no one seems bold enough, or sensible enough to translate Geoff Crammond's marvellous *F1 Grand Prix* (or even his utterly splendid *Stunt Car Racer*). Madness, sheer madness.

Simon Downham, Berkshire.



See, Akuma does exist in *Super Street Fighter II X*. That's, if you manage to get past to Bison without losing a round.

GOT A QUESTION?

Then ask the Gamebreak. He's the expert. And he's got all the answers.

His address is:

**Gamebreak, Super Play,
30 Monmouth Street,
Bath BA1 2BW.**



MODE 7

By Allan Brett
CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

Now listen, if we are to keep the Game Genie bit going we need your codes. And while I'm on the subject, the AR section needs living up too. If you're a bit of an AR nut or Genie meister then get your codes to me now and in return we will send you your very own ultra stylish *Super Play* writing utensil. Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW

WILDTRAX
 (Nintendo)
 SP22: 94%

- A whole new perspective
- Best times

We knew there had to be a cheat like this, and top game-nobbler Graham Duffy of Merseyside has obliged us by doing the groundwork. Three perspectives are normally available to you, but if you hold down L and R when pressing SELECT then you'll be able to call up the same askew overhead perspective as you'll find on the Bonus Track sections. Furthermore, if you try it out on the Bonus Track then you'll get an extreme overhead view, rather like the Radio Control games. An interesting, but completely unsubstantiated, little story from the

That's not all. Check out the Stop Press on page 77 for a Wildtrax tip to get an extra speed boost power-up.

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

At last the *Metroid* letters have started flooding in. About time too. It's a damn good job that I know absolutely everything about it, eh? (Aren't I modest?)

DEAR ALLAN,
 I am stuck in *Secret of Mana* on the snake boss in the Pure Land. Whatever I do I just cannot manage to slay it or find a magic which removes a lot of hit points. Any suggestions?
Tony Guard, Kent.

ALLAN SAYS:
 For a start, make sure you have the armour that you can buy from Neo outside the Tree Palace. Like the Great Serpent before it, the Dragon Worm is

vulnerable to Sylphid - get the Sprites to cast Thunderbolt spells on it. If you still can't beat it then spend some time building up your levels. Go and sharpen your sword on some Griffin Claws, and cast loads of Sylph spells to build up your magic.

DEAR ALLAN,
 I did the cheat you printed in issue 20 to control the bosses in *Tournament Fighters*. However, I still cannot execute the Rat Bomber move for Rat King. Please can you tell me how to do it?
Michael McCulloch, Glasgow.

ALLAN SAYS:
 To do the Rat Bomber, stand within throwing range and do a 'Yoga Flame' move press BACK, BACK-DOWN, DOWN, TOWARD-DOWN, TOWARD and then press any punch button.

DEAR ALLAN,
 On *Super Metroid* I can't get through a room in the Brinstar section. What you have to do is run through these doors but the floor crumbles behind you and the door shuts before you can reach it. What am I doing wrong?
Mark Payne, Kent.

ALLAN SAYS:
 You need to take a trip to Norfair, where you can get hold of the speed booster. This is in the top-right corner of the Norfair map and with it you can break the arrow icons in the walls and floors.

DEAR ALLAN,
 I'm stuck on the fourth level of *Flashback*. After getting out of the taxi and shooting the glass I can't get the key from the door just past the first lift. Can you help me?
David Gough, Plymouth.

ALLAN SAYS:

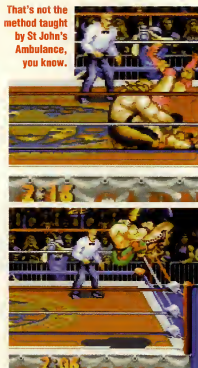
Right, let's start from where you smash the glass to get inside. Once you're inside go right and call the lift, and then go right again. Take a running jump to get onto the spotlight and shoot the glass. Now jump across to the top left platform and get the key.

DEAR ALLAN,
 How do you get to play Don J in *Super Tennis*? I have completed both world circuits, coming first in both but I can't reach Don J. Please help!
Ben Potter, Southampton.

ALLAN SAYS:
 If you want to play Don J you must enter every single tournament and come first, then when you have finished all of the tournaments you'll be whisked away to a secret location where you'll meet Don J.

DEAR ALLAN,
 Please can you tell me where the power bombs are in *Super Metroid*? I can't find them anywhere.
Marcus, Tunbridge Wells.

That's not the method taught by St John's Ambulance, you know.



Above left: You can't punch out the ref in this game, alas. Above right: Stinger's dive scores him a few style points. Right: Ken actually believes all this stuff, you know.

MUSCLE BOMBER

(Capcom) SP22: 78%

● Killer holds

Final Fight meets *WWF Royal Rumble*, eh? Smart as it is, you can't help worrying when Capcom have to rip off a fighty game from Acclaim. Anyway, if you've been playing for a little while but can't work out how the computer manages to pull those energy-shredding moves then here's a bit of help. Once

you've got an opponent in a hold, quickly press RIGHT, DOWN and Y plus B. You should now be able to pull off Hagar's piladriver, Stinger's dive-bomb and the rest. These moves take a big fat chunk off your opponent's energy bar and will often put you in a position to go straight into a successful three second pin-hold against the canvas. Practice these and you'll waltz through the game. Oh yes,



KING OF DRAGONS

(Capcom) SP22: 53%

● Both use the same character

What is it with Capcom and why do they think that they must shower us with scummy medieval versions of *Final Fight* all of a sudden? Anyway, an

anonymous tipster has donated this handy tip so those of you who end up coming to blows with your mates over which bloke you want to play will certainly save some money on band-aids. On the bit where the Capcom logo appears enter the usual Capcom cheat: DOWN, R, UP, L, Y, B, X, A and press START to get the same characters on those oh so exciting two-player games.

It would be great to ride a dragon, wouldn't it? You could park it anywhere and nobody would nick it or stick adverts under the wipers.



FIFA INTERNATIONAL SOCCER

(Ocean) SP20: 89%

- Dream team
- Invisible walls

A veritable avalanche of letters came in this month with all of your FIFA tips but most of them were printed last issue. However Paul Forbes from Uttoxeter managed to rustle up something a little extra in the form of invisible walls and the chance to control the Dream team who are completely ace at everything. To activate the invisible walls thus removing corners and throw-ins at the same time enter: Y,Y,Y, X, A,A,A,B on the options screen. For those of you who are drooling over the Dream team, try entering A,A,B,B,Y,Y,X,X on the options screen.

Damn it, John - Marjorie owns every damn cheat in Uttoxeter. Daammme!



The Speed Boots will get you through this room in *Nerfair*. Just.

Then come here and solve the puzzle of the little orange crawlers.



Then you can experiment with the new weapon. It has many uses.

ALLAN SAYS:

If you're looking for the power bombs then you had better make sure that you have the hi-jump boots and the ice beam because you'll need them to reach the top of the long vertical passages nearby to the lift to Nerfair. At the top you'll need to go right (through the room with the plants and things) and then in the following room, blast the floor away and follow your nose, you can't miss 'em.

DEAR ALLAN,

On *Secret of Mana* I can't get into the tower in Gold City, what is it that I'm doing wrong?

Tim Ball, Herts.

ALLAN SAYS:

Go to Empire Southton and speak to

Mara (she's in the house in the top-left corner of the town) who will give you a key to unlock the tower door.

DEAR ALLAN,

On *Zelda* how do you kill Ganon?

Tim Coulson, Bucks.

ALLAN SAYS:

Well, for a start it's a good idea to have all of your bottles filled with the blue potion so that when either your health or magic gets low you can fill it up again. When I fight Ganon, I use the blue staff and chop him to bits until he uses his darkness technique where I use the fire rod to light the torches so that he becomes vulnerable. When you hit him he temporarily freezes and that is when you should use your silver arrows on him.

DFAR AT I AM

On *Secret of Mana* I can't get into Tansica, why not?

Celia Emson, Essex.

ALLAN SAYS:

I think you need to slow down. *Mana* is a very linear game, and if you can't get into Tansica that means you shouldn't be there yet. Sage Joch's loyal disciple Jehk will tell you when to go there.

LOST SOULS

Still no route discovered to the treasure visible below the *Village of Summoned Monsters*; then? Nobody can help with locating Pink in *Final Fantasy II* either, even though it's in the manual. However, if you return the frying pan to Yang's wife after hitting Yang with it in the Sylvan

Cave (which is how Rydia obtains the power to call Sybil) then she gives you a Spoon - which looks like a knife, strangely. Perhaps there's a good use for this in finding Pink?

ONE FINAL WORD

Bye! (Well, it would be rude to use two words, wouldn't it?)

SEND YOUR LETTERS TO:

Ask Allan, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.





*It's a fun game, but it's not *Widtrax*. Or *Rock 'n' Roll Racing*. Or even *Mario Kart*. Hence the name *Battle Cars*, see.*

BATTLE CARS

(Namco) SP19: 73%

● Control the bosses

The more cheats that come in for this game the more I like it. After exposing the mystery mode a couple of issues back a new cheat has come in from K Kingston of Bridgewater, Somerset and best of all, you can use it in conjunction with the mystery mode. In case you haven't read the bullet point above, this cheat enables you to race against your own car while you enjoy the turbo charged luxury of some of those nippy boss vehicles. All you have to do is press L,R and UP on the title screen and you will hear a rumble to tell you that the tip has worked.

ACTION REPLAY CODES

What has happened to this bit I don't know but as you can see those sad (and often useless) SFII codes are starting to rear their ugly heads. Fend them off now, fun-loving game fans.

APLOK
7E006A0 – Invincibility.
SF TURBO
7E053480 – Super thrubs.
GOOF TROOP
7E00B20X – Level select.
VIRTUAL SOCCER
7E025504 – Enables the four-player multitap option.
WWF ROYAL RUMBLE
7E02E5FF – Makes the game faster.
7E06FD3 – Always win grapples.
7E089044 – Can't be knocked off the top turnbuckle.
SUPER MARIO WORLD
7E00B0XX – Replace XX with a number between 10 and 99 to magnify the background (is that a sad code or what?)
Right, next month let's see some half decent codes, after all this is your column and you do want an AR section, don't you?

RANMA 1/2 HARD BATTLE

(Ocean) SP20: 89%

- Death moves
- Play as the boss



KODACHI: TOWARD, TOWARD-DOWN, DOWN, BACK-DOWN, BACK and X



KUNOU: TOWARD, BACK, BACK-DOWN, DOWN, TOWARD DOWN, TOWARD and X.



RANMA (BOY): DOWN, UP and X.



RANMA (GIRL): TOWARD, BACK, BACK-DOWN, DOWN, TOWARD-DOWN, TOWARD and X.



MOOSE: TOWARD, TOWARD-DOWN, DOWN, BACK-DOWN, BACK and X.



UNYOU: TOWARD, BACK, TOWARD, TOWARD and X.



SHAMPOO: In air, press TOWARD, TOWARD-DOWN, DOWN, BACK-DOWN, BACK and X.



RYUUGA: DOWN, UP and X.



MARIKO: TOWARD, BACK, BACK-DOWN, DOWN, TOWARD-DOWN, TOWARD and X.



HINAKO: DOWN, BACK-DOWN, BACK and X.



GENMA: TOWARD, BACK, TOWARD, TOWARD and X.



AKANE: TOWARD, BACK, TOWARD, TOWARD and X.



END BOSS: TOWARD, BACK, BACK-DOWN, DOWN, TOWARD-DOWN, TOWARD and X.

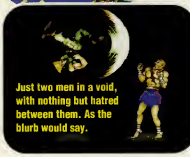


SFII TURBO

(Ocean) SP11: 96%

- No cap bar AR codes
- No backgrounds

At last, our request for a code to remove the energy bars from the screen has been satisfied by the Action Replay wizardry of Steven White from Warwickshire. What's more, he's discovered a few fascinating tricks you can play with the same basic code. Go to the parameters screen and enter 7E00 Bf0x where xx is a variable from 1 to 18. This area of memory enables and



Just two men in a void, with nothing but hatred between them. As the blurb would say.

disables parts of the screen display, and if you enter xx as 13 (7E00 BF13) then you'll lose the energy bars (or some text, in other bits of the game). Playing without the bars

of death moves for each of the twelve characters. Don't forget that you must press the L button and let your character complete their entire little animation so that your energy bar starts to flash.

Be warned, some of them are pretty deadly whilst others are comparatively ineffective.

Now, for those of you who want to put that last death move to good use, here is how you can select the end boss in story mode. Highlight the story mode option and simply hold down L and R and press START and when the character select screen appears you will be able to choose that elusive last bloke who is called Herb, apparently.



Dalsim's temple is one of the best-looking stages in Guess-Your-Moment-Of-Death-a-Vision.

looks good for a bit, and experienced players will find that they have a pretty shrewd idea of energy levels without having to see them. It, it's odd.

Enter some other number for xx – for example 10 will make the background disappear entirely. Steven also reminds us of the code 7E05 9C01. It starts the game on Turbo, Turbo, Turbo speed.

Unfortunately, another question occurs to us: can anybody find a similar cheat or code to remove the bars from *Super SFII*? Here we go again...



TOP THREE MOST WANTED TIPS

Do you have a most-wanted cheat? Just submit a request for this section and we'll run the best three.

1) Super SFII. Anything for Super SFII. Obviously, if you've found any really good cheats then we want to know them. Quite what they would be is another matter, but there must be something in those 32 megs of

fighting frenzy. You know what Capcom programmers are like.

2) Found more than we could whilst playing around with Wildtrax? Go on, tell us. We'll be your special friend, honest.

3) We're not giving up on NBA Jam just yet, but you've all gone a little quiet on that front. So, instead of repeating our request for a third month, we've got this one from Zy and Wil. Does anybody know how to access a sound test on Secret of Mana? Debug Menu, Action Replay codes, anything at all? At the moment they plug the SNES into a stereo, go to the cave next to the Water Palace and just listen. And they had the nerve to call me sad.



PAC-ATTACK

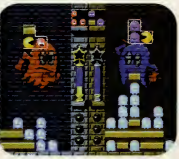
(Namco) SP21: 69%

● **Level codes**
 ● **Level skip**
 Stefan Walters has obviously been Pac-attacking his little cotton socks off as he has managed to find all of the level codes and a level skip feature. After you lose a game in puzzle mode you can go forward or back a level by pressing the L and R buttons.

Ever seen Cosmo Gang - the Puzzle? Come to think of it, have you ever seen a fairy? Sir Arthur Conan Doyle believed in them, and look what happened to him.

And neatly listed here below are all of the level codes too. Stefan Walters eh, what a guy!

1 STR	21 KTY	41 CNK	61 MNS	81 JWK
2 HNM	22 TYK	42 FRB	62 SWD	82 GSN
3 KST	23 SMM	43 MLR	63 LDM	83 MMT
4 TRT	24 NFL	44 FRP	64 YST	84 DNK
5 MYX	25 SRT	45 SDB	65 QTM	85 HPN
6 KHL	26 KKT	46 BQJ	66 BRP	86 DCR
7 RTS	27 MDD	47 VSM	67 MRS	87 BNS
8 SKB	28 CWD	48 RDY	68 PPY	88 SDC
9 HNT	29 DRC	49 XPL	69 SWT	89 MRH
10 SRY	30 WHT	50 WLC	70 WTM	90 BTF
11 YSK	31 FLT	51 TMF	71 FST	91 NSM
12 RCF	32 SKM	52 QNS	72 SLW	92 QYZ
13 HSM	33 QTN	53 GWR	73 XWF	93 KTT
14 PWW	34 SMN	54 PLT	74 RQJ	94 FGS
15 MTN	35 TGR	55 KRW	75 SNC	95 RRC
16 TKY	36 WKR	56 HRC	76 BKP	96 YLV
17 RGH	37 YYP	57 RPN	77 CRN	97 PNN
18 TNS	38 SLS	58 CNT	78 XNT	98 SPR
19 YKM	39 THD	59 BTT	79 RNT	99 CHB
20 MWS	40 RNN	60 TMP	80 BSK	100 LST



The 101 code is JFK, oddly, and takes you to straight to the end of the game.



The Clown is probably the best character, idea - you can't really accuse Data East of ripping off SFII in this case.

FIGHTER'S HISTORY

(Data East) SP22: 85%

● **Be the bosses**
 These cheats are getting to be as compulsory as the high-score table as there you go. Data East's controversial *Fighter's History* has one, and this is it. On the title screen press RIGHT, RIGHT, UP, UP, L, R and go into the game proper. You should now see Clown and Karnov's faces included as selectable characters. To make sure you don't get smacked when using them, Zy's worked out the moves for both bosses.



CLOWN
Handstand: charge down-back, press up and strong punch.
Custard pie: charge down-back, press towards and punch.
Human cannonball: charge back, press towards and kick.
Cannonball arc: charge back-down, press up-towards and kick.

Nevertheless, Capcom will be trying to claim damages from Data East in a court case taking place in America this October.

KARNOV
Bouncing fireball: down, down-towards, towards and punch.
Fire breath: towards, towards and punch.
Dervish kick: charge back, push towards and kick.
Balloon: whilst jumping press towards, down, down-back, back, up-back (that's 225°, note) and kick.



Dver'ead kick! Matlok does a good Dick Van Dyke.

STOP PRESS

We said *Wildtrax* was full of surprises, and we're pleased to announce that Julian Roche of Altrincham has put his finger on one of them. First, select Speed Trax and the Night Cruise course (you'll need to reach Expert Level to do this one). As you drive round, hit the first three *Starfox* advertising hoardings with your vehicle so that they fall to the ground. Now, as you drive onto the straight before the first tunnel, an Arwing craft will fly in and drop an extra turbo boost polygon. This trick should work on every lag, too. Cheers Julian - although I'm afraid your Radio Control and Stunt Trax times aren't nearly good enough to beat ours...

WHAT'S WRONG?

Can't afford a stamp? Well in that case try learning telepathy and you can tell me your tips in person. However, those of you who can get hold of a stamp should send your stuff to me at this address:

MODE 7, SUPER PLAY, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW.

FREE

Do you want to swap your Mega Drive or a Super Nintendo? Or are you missing issue 3 of Super Play? Or do you just want to try your hand at writing? Then look no further than...



HARDWARE FOR SALE

- ◆ American NES, still boxed, mint condition, nine months old, hardly used, four games including Turbo, converter, all leads. Lot for only £100. Tel: (0244) 344393.
- ◆ UK SNES, two pads, Arcades joystick, MultiTap, all leads etc. Six games including SPi Turbo, NBA Jam, WC USA 94, Jimmy Connor, Mystic Nine Worth £400+, sell for £220 including p&p. Tel: (0393) 576047.
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FANZINES

- ◆ My Fanzine needs you! Ask not what my Fanzine does for you but what you can do for it. I need game and Manga enthusiasts to send me their contributions. Ring Tony (0484) 846041 or fax (0484) 846019.
- ◆ Help needed. Game Design Team need art, send sample art, fantasy style, big money potential. 3 Binco Lane, George Green, Slough, Berkshire SL3 8R.
- ◆ Wanted NES chestnut? A new Amiga based club is now recruiting. You have an Amiga contact at Chestnut70, Hermonkwood, E Sussex BN27 4NF.
- ◆ Desperately inviting Writers for my new Fanzine 'Animation'. Forget about other zines, this one's the best! A4 sized and it looks like 'Newspaper'. Writers will be able to work to deadlines, no wait times! Tel: (0443) 201731 and ask for Steve.

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- ◆ NES with four games for £80 and Game Boy with two games for £50. No tel for £20. Tel: (0181) 622737.
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- ◆ SNES UK with four pads (two pro), adaptor, SCART leads and accessories. Plus 16 top UK titles - Mario Kart, Mario All Stars, SPi, Zelda, Lemmings, Castlevania, Starwing Protector, Super Tennis, Smash TV, Prince of Persia, Equinox, F-Zero, Super Furry, Bomberman, Phantasy... Plus every Super Play mag. £280+ to buy, accept £480. Tel: (0302) 602299.
- ◆ UK SNES for sale with US&A adaptor, stereo leads and 11 games including SPi, Mario Kart and Starfox. Cost £600, will sell for £200. Tel: (0274) 883617.
- ◆ UK Super NES for sale, including two joypads, SCART lead and Mario World's game. Six months old, in mint condition and only £30. No tel. Sam (031) 255 1020.
- ◆ Mega Drive for sale. Takes Jap. Has Sonic 1, Sonic 2, Shadow Dancer and Ex-Mutants (also WSC Flashback which does not work). Tel: Joypads. Sell £175 or swap for six SNES games (prefer Jap. titles). Tel: (0538) 702855.
- ◆ NES for sale with eight games including Mr. Machines and Zipper. Advantage joystick, Batman joystick and more. Will consider all sensible offers of swapping for a couple of decent SNES titles. Tel: (0890) 864417.
- ◆ UK SNES for sale, two control pads and converter to play 47. Includes 14 games including Jurassic Park, Super Figher Turbo and Super Star Wars etc. All boxed with instructions. Sell for £280. Top condition. Tel: (041) 377 6211
- ◆ UK Mega Drive. Excellent condition, all boxed. Two joypads, SCART leads. Five games including Lemmings, Madden '92, Cool 120, sell for £150 or nearest offer. Tel: (0625) 878490.
- ◆ UK SNES for sale with SCARF, PALS leads and AC adaptor, two joypads, one joystick, universal adaptor and five games including SPi Turbo, Super Mario 2, Final Fight, Top Gear. Any condition or swap for Neo Geo with at least one game and one joystick. Tel: Chae (0222) 796178.
- ◆ Pal Super NES and two control pads, converter and games stacker. Eight boxed games and instructions including Mortal Kombat, Turf & Surf and Super Riders. Perfect condition. £200. Tel: (01) 257 7876.

- ◆ Adaptors for sale - Gamesmaster takes FX only, DSP chip and NTSC only products, new £20, sell £15. Sell 16. Converter takes FX chip, DSP chip, new £15, sell 8. Buyer must collect unless very local. Tel: Stuart (0302) 78251
- ◆ Master System, two controllers (one turbo), nine great games (includes Mortal Kombat, Prince of Persia), everything boxed and manuals. Includes included, all cheap TV leads, for only £100. Tel: (0373) 393306
- ◆ UK SNES for sale. Best version for sale. £35 for Action Replay and Game Gear or swap for 3733 'Riff Rolling' + £10. No tel. Tel: (0373) 469308
- ◆ Bowed US SCART System with Mario World, Pilot Wings, Top Gear 2, Westminster all US, Quack, Super Mario Bros. £250. No tel for price £80 the lot. Tel: (0482) 908222 after 6pm.
- ◆ Two controllers, two SCART, SCART, lead, eight

- ◆ great games (reviewed over 100%) and adaptor, any 2nd. Tel: (0422) 3068.
- ◆ All with original packaging and in mint condition. Worth over £400, will sell for £200. Ring now for more details. Tel: (081) 940 0392.
- ◆ UK SNES (boxed) as new, Mario SPL, SN ProPact, SPi Walnut, Mega, (Sonic LCD), Mario Kart, £150 plus £25. Bargain! Excellent condition. Tel: (0823) 919187.
- ◆ UK SNES and 10 games, NBA Jam, Madden '94, SPi Turbo and more. Also with Super Play NMS and original MMachines. All worth £200+ sell for £300. No tel. Tel: (0472) 624848.
- ◆ SNES (UK) for sale, Two pad and the Pro Adaptor and five games including Sensible Soccer, FIFA Football and Tiny Toon. £150. No tel. Tel: (081) 334 1821.
- ◆ FREE! Just giving Mega CD and Mega Drive plus three CD games including Sonic 2 and Super Shark. Two controllers, good condition, worth £450, sell for £300. Tel: (0322) 863243.
- ◆ SNES for sale with two controllers, Super Play and everything boxed with instructions. Plus Super Play £25. Audio leads free. Sell for £150 and no separate offers. Tel: Andy (0352) 759403.
- ◆ SNES (US SCART) with two control pads and box conversion pro-pak. PAL position, game adaptor to play Jap games plus free SNES sound lead, without box but excellent condition! All just £25. Sell for £100. Tel: (045) 740 018.
- ◆ 14' colour monitor (Ferguson TK), Black casing with SCART and RGB. Mint condition, perfect picture. £85. No tel: (0532) 503291.
- ◆ UK SNES for sale. Two controllers, nine games and adaptor. £150. All games new. Tel: (0748) 823848 after 5pm
- ◆ I have a Super NES for sale, five games, Mario World, Addams Family 2, Shiver, SPi and Contra 1/2, two joypads and converter. £150. Buyer must collect. Tel: Andrew (081) 4866 after 4pm.
- ◆ £100 + £100, loads of games (including Madman, Monkey Island 1 & II, magazines, joystick, mouse, TV, modular good condition, no tel. Tel: (01472) 341010 (Gamer).
- ◆ Mega Drive for sale, master converter, two Master System games, joystick, Arcade joystick, 22 games. Call for offers. Tel: (081) 310 5863.
- ◆ Amiga 500, 1MBt, loads of top games (5 Soccer and 5 Snake) and more and joystick included, all for under £140. SNES games also for sale! Tel: (081) 428 0905.
- ◆ SNES NES, copied pads, eight games including Mario Kart, Super Tennis, Striker, PGA Golf, Keegan PM and Mario All Stars, and copy of Super Play. Only £250. Tel: (0748) 813029
- ◆ SNES, four joypads, MultiTap Super Bomberman, also Scope 5, Super Mario World, SPi Turbo and Super Protector. £250. No tel will swap for Amiga 1200. Tel: (0909) 724685.

AMES FOR SALE

- ◆ It's the Bargain Basement! All games in perfect condition and boxes with instructions. UK - Mortal Kombat, Super Mario Bros, Ruff Rumble, Ruff Rumble 2, Ruff Ruff Equinox (brand new) £35. SPi Turbo £100. Sell Jap. Smash TV £20. US - Ghillu TV £20. No tel. Tel: (081) 242 0120.
- ◆ For sale, SPi Turbo (US), Cydon (of Mana) US £20, Young Merin US £30, Axlodon UK £20, Super Mario Bros. £25, and many more including pads, adaptors and SNES advantages. Tel: (077) 699756.
- ◆ UK SNES for sale. Zelda (US), Super Mario Bros. £25. No tel for sale. Zelda (US), Flamma 2 (Lip) £20, Puggsy 5 Hunt (UK) £18, Universal Adaptor £5

- ◆ Tel: (081) 657 4596 (24)
- ◆ Super NBA Basketball (UK) £26, Zombies (UK) £28, Zelda (UK) £20, Prince of Persia (US) £20, Mario Kart (UK) £20, Virtual Soccer (US) £21, with controller, one week. Tel: (081) 427 8010 after 5pm
- ◆ All £25. SPi Turbo (UK), Bart's Nightmares (US), Exhaust Heat (UK), Kick Off (UK), Football (US), Krusty's Funhouse (US), Starwing (UK), Super Gear (US), Turf & Surf (Lip). Tel: Gary (0582) 873956.
- ◆ Street Fighter II Turbo (US), mint condition, boxed with instructions £40. Contra II (US), boxed with instructions £25. Both for £90. May consider swaps (no games). Tel: Tom on Sheffield (0742) 305130 after 4pm.
- ◆ SNES games for sale (or swap) including Axlodon £18, 3 Strike, Lemmings Super Soccer. I would like a MultiTap, FIFA Soccer, Top Gear 2, NBA Jam, Equinox, Scare Marine, Rock 'n' Roll Racing, golf games. Tel: (0502) 4310.
- ◆ Bargains, bargains, bargain! Protector (UK), Pop'n' Trouble (UK), Zelda II (US), Cybernator (US), Astro Warrior (US), Jetset's M Ouser (UK) £10. Also Action Replay £20 and SNES ProPact, all boxed. Tel: Adam (0770) 540106.
- ◆ UK Super NES games for sale, aveler X (2x), Super NBA Basketball (2x) or both for £40. Hardly used, both games in mint condition. Tel: (0799) 540106.
- ◆ Mega Man (US) £40 on, Zelda 9 £26, Zomboid £25, Street Fighter II 15, Starfox £25, Rotozor 3, Super Mario £20, Young Merin £25, Wolf Fantasy £20, Super Mario £20, (0379) 740397.
- ◆ SNES games, Equinox (UK) £20, Axlodon (UK) £20, Zelda II (US), Final Fantasy II (US) £30. Tel: (0442) 69978.
- ◆ UK Super NES and Amiga All Stars £25, Cool Spot £20, Mortal Kombat £30, Street Fighter II Turbo £32, all UK, all good condition. Tel: Ben (0303) 338255.
- ◆ SNES games for sale. Dealer Strike £20, Lost Vikings £20, Jimmy Connor £20, Zelda £20, Super Mario £20, Super Mario Bros £20, Super Mario Bros £20. For sale: SPi Turbo (US), 135, Final Fight (Lip) £20, Game Gear (UK) £20, Axlodon (UK) £20, SNES games for sale. Super Invaders etc. £75. No tel: (0527) 525558.
- ◆ For sale: Zelda (US), SPi (US), Bruto vs Blazers (UK), Super Invaders £100, £24. Tel: Ben (0277) 840796 after 5pm.
- ◆ Stanking (UK version) for sale. £20 or swap for £25. Includes SPi Turbo Racing. Tel: Steve (021) 454470 after 5pm.
- ◆ UK SNES games. Alpin £25, Mario All Stars £25, SPi Turbo £25, Super Mario £25, Contra £25, Cy You! Super NES games: Jurassic Park, MK, Pudge Back, Tiny Toon (USA), Kevin Keegan, all £25. Includes lead, Starwing, Zelda II, £20. Converter 10 (£25 with tel). Gareth (051) 428 1721.
- ◆ Bomberman £20 (UK). Also Super Mario All Stars £40 (UK). Tel: Jarne (0274) 68014.
- ◆ Super NES for sale. Sensible Soccer, Rock 'n' Roll Racing, F1 Exhaust Heat, Cybernator and more. Tel: Al (0222) 619636.
- ◆ Super NES for sale. Super Mario World £20, Mario All Stars £20. All in perfect condition with box and instructions. Also various NES games. Tel: (081) 428 0905.
- ◆ All US SNES games. Activator 2 £25, Batman Returns £26, Street Fighter II Turbo £40, Super Mario World £25, Super Mario Bros £25, Super Mario Bros £25, 4.50pm only. Tel: (0202) 745691.
- ◆ Super, Cybernator, Axlodon £10 each. Nine NES games for sale. Tel: (081) 428 0905.
- ◆ For sale, Super David 3 £100. Super Mario for NES £20. Tel: David (0898) 813422.
- ◆ For sale, Lethal Enforcers (UK) boxed with manual and one gun £25. Powermaster (UK) £25. Alien (UK) £20. Madden '93 (UK) £20. Tel: (0222) 790494.
- ◆ UK SNES for sale. Mickey Mouse, Aladdin, Super Akebe, Rainbow Ball Adventure, Tiny Toon. Tel: (048) 572220.
- ◆ Super NES games for sale. Mario World £20, Adventure Island £20, Kick Off £20, Krusty's Fun House £40 (US) with converter. Please Tel: (0521) 428095.
- ◆ SNES, SoulBlazer £20, 7th Saga £20, Xenonize Big Adventure £20, Zelda (UK) battery box £15, Powermaster (UK) £25, Castlevania (UK), tatty box etc. All one. All sent Recorded Delivery. Tel: (0702) 344222 after 6pm.
- ◆ Super NES games for sale. Mario World £20, Vagabond Strike £20, Cybernator £20, Playwing (UK) £15, F1 Exhaust Heat £15, NBA Jam £15, Super Mario £15, PGA Tour Golf (US) £15, or swap one for either Mortal Kombat, Rock 'n' Roll Racing or Mech Warrior. All boxed, complete with instructions. Tel: (081) 428 0905 after 4pm.
- ◆ Street Fighter II Turbo (US) £25, SPi (US) £18, Batman Returns (US) £20, Axlodon (UK) £18, Graduate 3 (UK) £18, Playwing (UK) £18, Starfox (UK) £20, F-Zero (UK) £18, Super Mario (UK) £18, Mario Drive (Jap) £20, Topdogger Shock £23. Tel: (0248) 276073.

• **SNES Games** (UK) Alien 3, 3 Amies, Un. Squash Strike, Mario Kart AS US. F-Zero, Cyberman, Battlefield, Star Wars, Zelda 3. Each, no loss. All in box. Tel: (0202) 461408 after 4.30pm.

• **For sale** UK SNES games, Bombeman and Soccer. Both top quality and mean. TOP quality, £25 or £30 both with box and manual. Tel: (0359) 721414.

• **For sale** (UK) £30. Bulls vs Blazers (Jap), UN Squash (UK) £25, Xandra's Adventure (Jap), £25 and Super Goal (US) £25. Will swap on a Soccer. Tel: (0202) 419263.

• **Two great games for sale:** Mortal Kombat 3 and Striker £25. If you want to buy together - £50. Tel: (011) 447 1529.

• **I have Street Fighter II Turbo, NBA Jam £40, Jimmy Connors Tennis £25, JL League £25, Soccer Soccer £30, all UK, or might swap especially Nike Warriors or JL League Soccer. Tel: (0205) 578087.**

• **For sale:** Cool Spot, Addams Family rick and Super Mario All Stars, £20 each. Tel: Jim (0202) 738373.

• **Japanese game for SNES**, boxed with instructions. Sell for £25. Tel: (0484) 861804.

• **Mystical Ninja, Bomberman 3D, Soccer Soccer, Aladdin, £35.** Many more. For details: Tel: Craig (0206) 398624.

• **Available for sale:** Super Aladdin Pak, versions £22 each. Super R-Type, Jap version, £24. All with boxes and instructions. Tel: (0594) 72006.

• **Super Squadron (UK) £25, Phantasy Star (UK) £25, Mucky Moon (US) £25.** If you buy any two I will give you my Action Replay free! All are in mint condition. Contact: Paul Connor, 134 Bolton Road, Walsden, Manchester M20 5BN.

• **Zombies (UK), SPT Turbo (UK), Mystical Ninja (UK), Star Wars (Jap), Gannan Returns (UK) £25 each, Starwing (UK), Contra 3 (Jap), Turbix (UK) £20 each and many more.** Kart area - buyer collects. Tel: Mark (0403) 884662.

• **SNES games for sale:** Starwing (UK), SPT Turbo (UK) and Jimmy Connors Tennis (UK), £30 each. £100 must collect. All boxed with instructions. Tel: (011) 969 8161.

• **Selling Japanese Super Street Fighter II.** Buy and gift. £30 each. Tel: David Level (011) 932 9301 after 6pm.

• **For sale:** Learnings, SPT, Turbo, £20 each by phone for £45. Tel: Adam (011) 965 6265.

WANTED

• **Chinese Jackie Chan films** wanted in exchange for more. I have Crime Story, City Hunter and more. Tel: (0234) 841561.

• **Wanted:** Akeley UK, play, £15. Also wanted: £25.00 video adaptor. Tel: (0272) 453000 (UK).

• **Desperately wanted:** Mystical Ninja 1 and 2, Secret of Mana, Sentientron, 200 Baseball, NBA Jam. Good price paid. Tel: (0203) 714535 after 6pm only.

• **SNES and Game Boy games** to swap, collect or purchase. Prices start from £10. Tel: (0232) 833022 only on Sun/Mon evenings after 6.30pm.

• **Wanted:** Empire Strikes Back for the NES, not SNES. Will pay £20 - £30. Tel: (0865) 247526.

• **SNES Games** wanted, especially 3 Super Mario, FIFA Soccer, Top Gear, NBA Jam. Equinox, Multitap. Also games for sale or swap. Tel: (0282) 871 4374 only.

• **Wanted:** Street Fighter II, not Turbo, box with new white box. If in good condition will pay £15. Tel: (0865) 247508.

• **Wanted:** Cyber Fighter, Street Riders, Ramma Street Soccer, Fatal Fury 2, Pop'n Music 2, major title off, Rock 'n' Roll Racing, Mario Kart and others. Swap for any of my games. Tel: James (0204) 948377.

• **Super Play magazine**, issues 1-7 inclusive. Must be in A1 condition. Swap for Mario All Stars, SNES, Final Fantasy or Balloon only or £15 for magazines. Tel: Chris (0204) 948374.

• **My name is Simona and I am looking for a pen friend, aged 15-18, female or male.** Must be SPT. Please send photo to Simona Allan, 144 Spring Street, Burnley, Lancashire BB11 2JL.

• **Penpals wanted/offerings:** Age 21plus, male/female.

• **£150 into Anime, music or leasage (xpm) or even if you're not, write to me anyway!** All letters will get a reply. Write to: Josee, Springfield Secondary, Nelson, Melb (Emergent) 3705.

• **Want issues 1 and 3 of Anime UK.** Will buy or swap for lots of old computer games (NMS etc). Tel: (0203) 245276, 6-6pm.

• **Wanted:** Dragon Ball Z videos, wanted to buy or swap for others of Jackie Chan's anime videos. Tel: James (0832) 653774 all day.

• **SNES games (preferably UK carts), must include box and instructions.** Also possible swaps. Tel: (0203) 833022 only on a Sunday or Monday, after 6.30pm.

• **SNES Games:** Super Tetris 2 and Bomblies and Tennis Battle Games. Must be in good condition. Tel: (0203) 402259.

• **I will pay £20 to the first person who will sell me Star Wars (Jap) as well as in good condition.** Tel: (0942) 515598.

• **Final Fantasy II**, with instructions, to borrow or buy. Tel: (011) 527 7398.

• **I need Rocky and Rocky (Kickboxing)** with swap Bomber Man, Football 2000, Smash TV, Mario All Stars. Please to sell I have what you want. Tel: (0203) 245276.

• **Wanted:** desperately, Sim City (UK). I have top games to swap and will throw in SPT CD and Kim's Super Soccer. Tel: (0202) 734010.

• **Super Nintendo games wanted.** UK games only. Will buy or swap. Must be £100, £130, £220.

• **Wanted:** £14, Battle Ace - £20, Grand Seaward - £14, Dinna Pup - £10. Will pay less or more. Swapping. Tel: (0202) 734010.

• **49518 after 6pm.** Apart from Fr-Sat.

• **Street Riders, Mortal Kombat, Sim City 2, Kickboxing, Zaxxon, Cyberman, Zombies.** US version preferred. Also desperately wanted, a box for Wanted. To arrange a price, please call Paul (0202) 615 0101.

• **Wanted:** Super Play mags 1 and 2. Will pay £2 each. Tel: Marlon (085) 247506.

MESSAGES AND EVENTS

• **Mean Machines** 7, 6, 7, 13, 16-18, 20, 22 each £6 or for £15. SMS issues 1, 3, 4, 6, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.

• **Super Play**, issues 1-14 for sale, all in perfect condition. £25 the lot, will be arranged. Tel: (0922) 418 8888.

• **Magazines for sale:** Total, issues 1-3, 5 and 6, 11, 14, 26-29. Super Play, issues 4, 5, 11, 14, 17-20, 14 & 41 others £1. Good condition. Tel: Adam (021) 707 1264.

• **£5 - £40 worth of good CDs** to buy 73 Nintendo games including 12 X-MMS 12 X Super Mario and 11 X Super Action. Tel: (0202) 212756.

• **SNES mags including MMS Total, SNES Force, Super Play, 3 in 1, 4 in 1, Worth over £100** available for swap for Game Boy games or three Super NES games. No offers/interchanges. Tel: Chris (0202) 615 0101.

• **Mags for sale:** NES 1-13, Contra 2 & 7, Megalith 11, 13 and 15, loads of others. Will swap for Mario All Stars and 3 Tel: Wm (0922) 245276, 8-10pm only.

• **Mags for sale:** Super Play 1-20, £2 each. Edge issues 1-10, £4 each. Tel: John (0450) 832113.

• **SNES game maps** on tape for sale, all latest. Must be Anime. Also SNES and equipment for sale. Tel: Ben (0424) 517373 for details.

• **Anime GIFs and JPGs** on PC or Amiga disks. Over 100 MB available. Tel: (041) 965 6602 anytime for details.

• **Jack Anime** for swap or sale, massive collection. Tel: (0202) 881205 for details.

• **Sory!** I had to leave school. Sorry and I do hope you aren't mad at me. Anyone who will be seeing each other at school as mates, won't see 'E20 Mate - Sushu' (Do you love me?)

• **The Edge magazine** for sale, issues 1-7 (October issue, £15 complete, won't sell separately. Tel: (0623) 20158).

• **Yo! Yo! to all the Japanese Anime fans!** Come on me and say what you like. Tel: Fx/Bx, Barcelona, Spain (343) 79817767.

• **150 hours of Anime** for sale and swap (such as, DMC, Renna, KOF, Lum) Also has SNES games for sale, all £30 each. Tel: Jan-Pan (0734) 588020.

• **Mean Machine Super Issues 1-11, Mega Tech £20 and loads more.** About £1 in all £40 for all or swap for a good Super NES game. Tel: Elliot (0202) 350608.

• **Bobcat, Jim Crinko, Neo E, 1-5, Rising, Ribbit V, £15.** Both in excellent condition. Final Fantasy V CD (Doubt), £30. Tel: (011) 948 5480.

• **Shen's games: 71 (SNES) and PC2** swap other mature games, any format, London, Essex, as per £100. Tel: (0202) 455002.

• **palpatinos:** Tel: David (0683) 713598.

• **Big sale!** 1 Megaman X + Mems + adaptor + works perfectly. £100. 2 Five more games for sale. Super Play 1-3, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.

• **For sale:** all 24 issues of Mean Machines, Issue £10. Also available for plus £1.75 each. Best of Super Matches set. Tel: (081) 447 2798.

• **Super Play mags** for sale 1-20. Will not split. £30. Also possible to swap. Tel: (0202) 731521.

• **Mags for sale:** Mega Issues 1 and 5, £10 each. Mega Tech 16, £15 each. Mean Machines Issues 1-11, £11 each. All in good condition. Tel: Robert (045) 25100.

• **Enjoy the holidays!** Anime, Wide, DJF, Slacks, Vm, Super Mario All Stars & Burgary.

• **Super Play 1-18 for sale.** £30 one. Buyer must collect. £25 swap on cash/based! Tel: Edd (0222) 615 0101.

• **Rama 1/20 issues (Chineses) for sale.** Books 110 and 110-1 in separate gift boxes. All in very good condition. Tel: Andy (0202) 713521.

• **Winney on 11/11/97** (Mort-Thu) on 11/11/97 (0222) 615 0101.

• **Issues 1-20 inclusive of Super Play** for sale. £30 the lot. Tel: (0786) 478780.

• **Have anyone** out there got the Real Dead? CD or tape? If yes, please call John. Also (if anyone) got any Dead? Mortal Kombat all they don't want, from videos to signed books, would be a rmg. Tel: Sada! (081) 200 1945 after 6pm.

• **Super Play mags** for sale, all in perfect condition. Tel: Andy (0202) 713521.

• **Super Play issues 1-14 plus Super Play GOLD magazine.** All in good condition. £30 the lot. Tel: Andy (0202) 713521.

• **Issue 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.**

• **I have all issues -121 of Super Play** for sale, no splits. £45. Also issues -14 of MMS. £15. Buyer must collect. Tel: Andrew (011) 861 4860 after 4pm only.

• **First issue mags for sale,** £5 each. Super Play, Mean Machines, MMS, GDI, Total, In Force, Contra, Super Pro, Zap/44 and Crash. Also lots of early sets. Tel: (0203) 502921.

SWAPS

• **Swap my UK SNES (UK) or Desert Strike (UK) for any Sim City (UK).** Tel: (0863) 874101.

• **I will swap my UK Kombat with 3 good games for UK Mega Drive 3 with 3 good games.** Tel: Hen (0742) 755842.

• **I have Mortal Kombat, Zombies, Mario Kart, Championship Pool and others.** Swap for Street Fighter Turbo, Multitap, Super Bomberman and others or other good games, or sell from £20. Swap my Tazmania for any one-one best-empg that has occurred over 80% on Super Play. Except Street Fighter II or Mortal Kombat. Tel: (01) 480 1436.

• **Swap my Mega Drive** for six SNES games, Japan. SNES games preferred. Mega Drive takes English, US and Jap carts. Mega Drive has 7 games. (Dino 1 and 2, Shadow Dancer and Go-Masters) or sell for £175.00. Tel: Matt (0303) 702855.

• **Starfox, Mortal Kombat, Sensible Soccer, Super Empire plus Super Play for swap or sale.** I want NBA Jam, Tournament Fighters, any considered. Call (0427) 679646.

• **I will swap my Super Star Wars, Alien 3, Zelda 3 or Desert Strike, Starwing, Shadowman or Pok. All cars are UK.** Tel: (0362) 455002 after 6pm only.

• **UK SNES, excellent condition,** two games (US SPT plus Converter and SMW for US SNES or Jap SPT plus Converter and two pads). Will swap two pads. Must collect. Tel: (734) 875306.

• **I will swap my Starwing, Rama 12.** Sim City, Mario Kart or Shadowman for Batman Returns, Dragon Ball Z, Cyberman, Phantasy or any good Mega game. Tel: Mark, Hot Rod, Tel: (0450) 821002 before 4pm.

• **I will swap my Lodi Vikings (UK), Super Air Drive (UK) for my Phoenix and Turtle Team Heroes.** Any other good swaps will be considered. Tel: (011) 522 5485.

• **Will swap my R-Type, Twinbee, Balloon Returns, Cyberman and Rock 'n' Roll Racing for Goumon I or S. Super Method, Secret of Man or any other Soccer. Address: Starwing 11/252.**

• **I Hello!** I want Super All Star ST 11 with 30 games and Lynx with five games for my CD2 with 30 games and Lynx and PM4 video adaptor for £79 ST1 £180 one, Lynx for £140 one. Tel: (0779) 497913 before 4pm.

• **Swap Super Nintendo, five games** and two Xpads for Neo Geo and Game, CD or 3D0 also with games, joystick, or a Mega Drive. Tel: (0422) 360218.

• **I have bought Neo Geo** with four games plus two controllers. I want an Amiga 1200 with 30 games or SNES with 20 games. Tel: (011) 369 7496.

• **SNES swaps.** Super Proccesor, Aladdin, Mortal Kombat, Starwing, Final Fantasy, Street Fighter II Turbo and Nigeli Master Quest. Tel: Elliot (0202) 445916.

• **Have anyone** out there got the Real Dead? CD or tape? If yes, please call John. Also (if anyone) got any Dead? Mortal Kombat all they don't want, from videos to signed books, would be a rmg. Tel: Sada! (081) 200 1945 after 6pm.

• **Super Play mags** for sale, all in perfect condition. Tel: Andy (0202) 713521.

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EXCITABLE VIEWPOINT



PLAY BACK

'We met when we were at school.' So sang the Clash in the '70s. Well we're not at school now. No, we're delving into letters which concern themselves with such diverse topics as *Super Metroid*, Nintendo's future, anime misconceptions and April fools.

'I SAW A MONSTER'

I've noticed so many times that the Japanese use a wide range of English words in their games, but they're inexplicably translated into Japanese ideograms. For example, in an RPG I saw a monster and there was an ideogram under it which I read as a bee. The monster was, in fact, a bee. So if the Japanese don't know English, they can't understand the word bee. There's no difference if it's in letters or ideograms, but the Japanese must be able to read English if that's the language they put their text in. Why?
Daniele Balestruiera,
 Italy.

What? What?

'ON A BUS'

A couple of weeks ago I was on my bus home from school and there were two 15 year old boys sitting behind me. In my bag I had an Akira novel (number two, if you're interested) which I had purchased not 15 minutes earlier. I pulled it out, anxious for a read, and one of the boys behind me asked if it was Akira. I said yes and passed no other thought (? Ed), but then he said (and I quote), 'Have you seen all that stuff?'. (Stuff being anime and manga). 'It's so damn violent.'

Well well. I can't believe that some people have that kind of cynical view. There is much more to anime and manga than gore and tentacles. Some people are extremely uneducated about my favourite pastime, and I think this is a shame. They don't know what they're missing out on. With such fun stories as Porco Rosso, Kiki's Delivery Service, My Neighbour Totoro and so on, there is so much to be enjoyed by so many. I bet if I showed that boy KO Century Beast Warriors I'd dare say that he would change his opinion!

Thank you for letting me air my views.

Andrew Waller,
 Bristol.

PS Ask Helen McCarthy if she'll marry me!

It's good to know that you're a fan, Andrew, but you've got to realise that anime is still a cult thing, and like most cults, it's misunderstood by the mainstream.

Many people know about Akira (which is rather violent) and nothing else, so they're bound to form their opinions on what they've experienced. You say that people like that are uneducated. Fine. Educate them. If they're not interested, don't worry. You can't convert everyone to be anime fans, so don't take it personally.

Incidentally, the problem we hear most about anime is that

people can't keep up with the fast-moving and often convoluted plots, rather than the violence.

Oh, and Helen must politely decline the marriage offer. If you go to school, then apparently you're too young to get hitched. Sorry.

'GAMES WITHOUT RYU OR BLANKA'

I don't want to slag off Capcom or anything, but they have been producing crap games for the past few months. I was a great fan of Capcom (maybe only because of *STII*) but now I seem to have suddenly changed to liking Konami. I think Capcom's problem is that they see to be releasing very old titles (*King of Dragons, Knights of the Round*) which are no match for games nowadays. Maybe if they'd released them a few years earlier they could have been quite good. Now I hear that they're releasing *Super STII* and I'm wondering if they will run that.

In fact I'm starting to get more interested in other beat-'em-ups like *Samurai Shodown* and *Patal Fury Special* and so on. I'm wondering if Capcom can produce any decent games without Ryu or Blanka in them.

Thank you for listening.

Kay Kay Tang,
 Watford, Herts.

There's a lot of concern about Capcom. They've certainly fallen from their previous god-like status in the eyes of the game-buying public. *Super Street Fighter II* hasn't exactly raised them back up to that position, either.

So what are they doing about it? Well, Erin Shiba, Capcom's PR Manager in the United States has stated on more than one occasion that the company is dedicated to producing the best games it can. No surprises there. However, rumours have circulated in the USA that SNK have poached a number of Capcom programmers. If it's true, this might explain why the company's output might have been slightly more dodgy recently.

'UNCARING SOFTWARE GEEZER'

I've had a SNES since they first came out, and I reckon I know about loads of different game styles. In fact, I'm always having good ideas for games. These are original, and I often wonder whether I should send them in to software companies or Nintendo.

The problem is, I do not want to spend hours drawing maps and stuff only for it all to be binned by some uncaring software geezer. Is it worth actually sending in ideas or is it a waste of time?

Incidentally, I can program a bit, but my ideas are always rough

ENVELOPE ART!

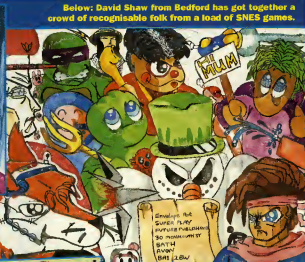
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Above: Van Dung Nguyen from London sent in this marvellously moody pic.
Left: Notice the pronounced shading and light-sourcing inherent in this picture. Rather beautiful, wouldn't you say?



Below: David Shaw from Bedford has got together a crowd of recognisable folk from a load of SNES games.



Left & below: M Makins from London, his Final Fantasy-type penit film-work won him first place in our little competition. And rightly so.



plot/game outlines and don't contain any code or anything. Please let me know.

Phil King,
Poole, Dorset.

Most software houses do look at ideas which are sent to them. In certain cases, people have sent in ideas which have eventually been made into games. We can't think of any off-hand, though. Most of the software companies we speak to

say that they get a lot of game-plans and ideas through the post and that most are, quite frankly, not worth making into a game. In fact, most aren't worth making into a paper plane and flying out of the window. But the companies don't seem to mind, and if they get the perfect game sent in by a member of the public, they'll be ecstatic.

If you're pleased with a game design, colour photocopy it and

send the copy in to your favourite software house. Can't do any harm, can it?

'GOING AT IT HAMMER & TONGS'

I would like to hear your opinion on a subject that is of great concern to me. Over the last few weeks I have been thinking long and hard about the future of Nintendo. I feel their actions are cutting their own throats. The subject of most concern is the release dates of games in different parts of the world.

It seems to me that third-party publishers like, Capcom and Konami, seem to convert their games a whole lot quicker than Nintendo themselves. For example, I know quite a few people (besides myself) that are eagerly awaiting the British release of *Secret of Mana*. This, as you know, is being handled by Nintendo themselves. I think this is a big mistake. Nintendo

seem to be bogged down by the board of FX2 games and Project Reality (Ultra 64 - Ed) that they seem to be forgetting they do actually have other things to do.

It's quite ironic how Nintendo moan and gripe about import sales ruining their worldwide trade. What do they expect when they take so long to convert such classics as *Secret of Mana*? If Square Soft were left to convert *Mana* themselves I believe that it would have been officially released weeks, even months ago.

You may say that Nintendo are going at it hammer and tongs to release games like *Wild Trax*, *Vortex*, *Starfox 2* and *Super Metroid*, but I can't help thinking that Nintendo are besotted by the future and are forgetting now. How can they expect the future to work if they forget about the present public needs? Let's face it, it's the public that matter in this business.

If Nintendo don't do something soon, their new

THE SUPER PLAY INTERESTING-O-METER

Terrific topics and pedantic points ahoi!

The Super Street Fighter II film

NOT

Who should really play Cammy

Old classic games reshaped

Should 'highlights' be scrapped?

People called James

HOT

Blood in anything

32-bit console and Project Reality (Ultra 64 - Ed) will die due to everyone getting fed up with waiting and buying the already available "next wave" of machines.

Thanks for listening. Daniel Boucher, Witham, Essex. Nintendo are always going to be forward-looking. They'll always be pushing the next generation of games. The Chicago CES showed that they are aware of the current market as well, though. While it's true that *Maria* could have been released earlier, don't blame Nintendo for making sure it's absolutely right. Good games are worth waiting a long time for. Whenever a company, be it Nintendo, Sega, Sony, Philips or whoever, announces a new machine early (as they all have done), everybody waits until it is released rather than losing interest. So the Ultra 64 won't die owing to lack of interest. Only a high price and crap (or non-existent) software can kill it. Nintendo are busy making sure this won't happen. So don't be so pessimistic.

'A TOTALLY BRILLIANT IDEA'

I've just thought of a totally brilliant idea and I thought I'd share it with you. One of the things that make a game what it is, are the intro/end-of-game sequences. Most games do away with these and others, such as *Another World*, have great intro/end sequences.

Also a lot of carts aren't exactly 8 Mbit or whatever. Some games like *NBA Jam* and *Sonic* use this (for example, in *Sonic* there are 'unfinished' levels that weren't included in the final version). So wouldn't it be great to have instead of, or as well as, an end sequence something different? How about a demo level from a future game? For example, playing the first level of *Jungle Strike*, when you've finished *Desert Strike*? Or what about a level of *Empire Strikes Back* after the end of *Star Wars*?

This might only be possible if two games are being developed within a short amount of time of each other. If this isn't the case, maybe a demo of an older game, say *Frogger* or maybe *Incredible Shrinking Fireman*? Those were the days.

Think about all the space left on current CD-ROM games. Apart from a few FMV sequences they are just cart port-overs. I would buy a game on CD if it had more levels than the cartridge version (even though there isn't a Nintendo CD-ROM yet).

While I'm on the subject of old games, I think those being revamped could be classics if we

ever see them. Where has *Impossible Mission* got to? *Yours overjoyingly*? Simon Wesley, Southgate, London. PS I was in *EastEnders* about five years ago when Lofty was still in it and when the café had a couple coin-ops in the corner! FPS! I also know two of the characters in *Simon and the Witch*. How's that about then? I could go on forever but I appear to be running out of space.

If there's space left over on a cart, we at *Super Play* would rather it was used to provide a bonus level or extra room in the game. Or possibly a few more graphical twists. If we want and Spacey nostalgia we'll dig out a Spectrum (*Incredible Shrinking Fireman* was a Mastertronic 'hit' on Sinclair's machine acorns ago).

Anyway, you on Earth do you want irrelevant space-fillers instead of better games? If anyone agrees with Simon that future game previews should be added to carts, don't bother writing in; it sounds stupid to us.

KINDLY LEAVE THE STAGE

We got loads of jokes this month. At least, we think they are jokes. So we're keeping KLTS because someone must win sometime.

Q Why did the Mexican run after his wife?

A He wanted tequila. Stefan Hartmann, Ivesheim, Germany. Rating 4/5

Q What's the difference between a newspaper and a brick?

A You can't wrap fish and chips in a brick. Peter Brodie, Cronulla, Australia. Rating 1/5

Q Every dog has his day...

A But a dog with a broken tail has a weak end. Owen Burgome, Cullington, Cornwall. Rating 0/10

Get 5/10 or above for your joke and you win yourself a stupendous Super Play T-shirt. Kindly Leave The Stage, Super Play, 30 Monmouth St, Bath BA1 2BW.

Oh, and we don't remember you from *EastEnders*. And we've never seen Simon and the Witch (although Will reckons he once caught three minutes of it, accidentally of course).

'THE SHENG LONG MYSTERY'

I'd like to say that *Super Play* is one of the best mags in the world (with a few others, I think), though I'd like to see another couple of pages of tips and more manga stuff.

Concerning the Sheng Long story in issue 21, I have to correct you in a few details. The American meg Electronic Gaming Monthly (EGM) invented the character for their April Fool joke in 1992. They said that you'd have to play with Ryu, and if you do not get hit in the whole game and spar with M Bison for 10 rounds without being hit, Sheng Long will appear.

The main reason everyone believed this, was the photo in which Sheng Long was shown. Actually it was Ryu doing his dragon punch, redesigned with a painting program to have long white hair and a brown outfit. But only very few people recognised that, and so the Sheng Long mystery spread all over the world and the 'tip' was printed in a lot of foreign magazines.

The editors of EGM were amused, of course, when they saw that Japanese mags printed it, as well as loads of others. Of course, Capcom's hotlines collapsed and it took months until the major part of the playing community understood that it was a joke.

EGM swore to never do an April Fool joke like that again, and Capcom invented Fei Long, the son of Sheng Long for *Super SFII*.

The other thing I'd like to say is that I completely agree with Zy's opinion of *Super Bomberman 2*. *Bomberman* really isn't a one-player game at all - the real fun only comes when all your friends are around and you all start swearing, screaming and hitting each other. That's fun! Zy's also right when he says *ST: TNG* is crap. It absolutely is.

Speaking of Zy, does he accept fanzines written in German as well? I'm editor of a manga/SNES fanzine and would love to be featured in your mag, as you have quite a huge number of German readers (and German mags do not offer such a service).

May the force be with you. Stefan Hartmann, Ivesheim, Germany. You're almost right, Stefan. EGM didn't start the rumour, but they were the first to print it (as an April Fools joke). It was circulating on the street and

'TURNED ON MY SNES'

I am writing to ask your opinion on what to do. Today I was about to play my SNES (I've borrowed an Action Replay from a friend) and when I put the game in and turned on my SNES nothing happened. I noticed that I'd put the game in the wrong way round.

Now my SNES won't turn on. Please help. What can I do? How do I fix it? I think it is still under warranty. Please advise this as I need to know soon.

Also, should I get *Mega Man X* or wait for *Secret of Mana*'s UK release? Yours sincerely, Russell Dienes, East Grinstead, West Sussex.

Sounds like you've built it, me old mate. Best thing to do is take it back to where you got it and see if the fuse has blown. This is probably the most likely damage. If it is the fuse, you'll be able to get it replaced for a small sum. If you've really broken it, by forcing the cart or knocking the edge connector, it's a bigger job.

Best be on the safe side and take it back, explaining what's happened. Don't start fretting around inside the SNES because you'll only make things much worse. Leave it to the experts.

And once it's fixed, we'd suggest you wait for *Secret of Mana* to come out in this country officially.

in the arcade for quite a while before that. The joke by Capcom is that Fei Long is the son of Sheng (or Shen).

There is a hidden character in *Super Street Fighter II Turbo*, or *SF II 'X'* as it's known in Japan. He's called Akuma and we don't know much about him yet.

As for your fanzine; send it in and Zy'll have a look. *Super Play* has a smattering of German, so we should be able to understand much of it. And, for our German readers, guten Tag. Wie geht es Ihnen? Un was für Spiele möchten Sie in Deutschland?

'OVERYLU OPTIMISTIC'

Regarding Andrew Hume's letter in issue 21, I think it's being overly optimistic to say that Nintendo's new machine will beat anything Sega has to offer. Sega has had much experience in 3D graphics and games (like *Virtua*

Fighters, Virtua Racing and the recent Daytona GP). All they need to do is use scaled down technology from their arcade machines, then convert the aforementioned games.

3DO doesn't really pose much of a threat to Nintendo as their sales have been less than expected in the US and the technology used is in 3DO already looking dated compared to the specifications of the future machines.

Personally, I think that it's really good to see so much competition for Nintendo. First it will stop their world-wide domination, causing more competitive pricing and an increase in the release rate of games. Second, it will change the company's conservative attitude towards violence in games. Also, speaking of specifications, do Nintendo really plan to release these machines at £180 or under? I know the company sells the hardware for the cheapest possible price and then makes money from software, but using cutting-edge silicon technology and producing a VR system that will replace the TV must be quite a bit more expensive than £180. I'll be interested to see what the big N finally produce as so far all we've heard are specifications and all we've seen are demos being run on \$100,000 Only Reality 2 machines.

Don't get me wrong, I'm all for Nintendo producing a stunning machine, but I just think it would be a wise move to check out the opposition first.

Thanks,
Jack Chevshire,
Bath, Avon.

We've had loads of similar letters from people concerned about the direction Nintendo appear to be taking. The thing is, nobody really knows what they're planning in depth apart from selected Nintendo employees. And they're not saying.

But because nobody knows what Nintendo really will do, people are assuming that they don't know what they're up to either. This isn't the case. Nintendo choose not to tell us everything, but they are a massive corporation, and you can bet they know vastly more about the industry and its future than the concerned public. Super Play is always trying to get as much info out of them as possible, but when they're being quiet, it doesn't mean disaster.

'THE TURN OF THE CENTURY'

In the beginning (well, in 1979 at least) there were computers. And it was decreed that games be programmed for them. (Oh, it's one of those sort of letters - Ed). The games were based on original ideas. Alias by the middle of the '80s the ideas had dried up and

'HIGHLIGHTS'

I love Louise Alshrook. So sorry, Chevshire. Wait a minute, 'Highlights' isn't for sending smoochy messages to your girlfriends. Save it for Supermarket.

Never cross the road when a red man's flashing.
Clover Dilworth, West Midlands

companies put out rebashed versions, with very few innovative games coming out. Now, in the middle of the '90s, companies are looking back and are saying, "That was a good game then. Let's release a new version of it." And so it went.

Is it worthwhile companies putting out new versions of old games? As a games veteran of some 15 years, I will attempt to answer this question.

On the negative side, this move may further stifle the already limited ideas market that is just still managing to keep afloat. And who would want to pay £40 for a new version of an age-old game?

However, on the positive side, it gives the chance for younger players (say up to around 16-17 year olds) to experience what games were like a decade ago. Back then, gameplay far outweighed graphics or sound on the importance scale. Furthermore, some of the games that have been released or are in the pipeline are regarded as classics.

The Mario Collection was great, and Tempest 2000 on the Jaguar is ace. You gave Spectre a mark of 90% in issue 21; this is a souped-up version of the old Atari classic, Battlezone. In the pipeline are

'ANY CHANCE'

I am planning to buy FIFA International Soccer and a Multitap. Is there any chance of you doing a review of some joy pads and joysticks (possibly some cheap ones) as I feel that I will need to buy up to three more pads.
R Jhanda,
Baling, London.

I'm a long time Super Mario fan. I had a great idea when I first played, and even though I've played it many times, you could get a little Top as well. This becomes the same function as 'M'over, but at a fraction of the cost. RnJL. That's enough plugging the return of Superstore. Next!

We won't print the beginning of this 'joke'. And it certainly won't get into KLTS.

Why didn't the Houses of Parliament hold a Nativity play at Christmas?
David Lambert,
Gosport, Hants.

We won't print the punchline of this joke. And while we're about it, since when has 'Highlights' been a forum for poor jokes that don't

even make out kindly Leave The Stage? Eh?

Did everyone like my drawing guide?
Will Overton, Bath.
Flipping back. At this rate we'll close down 'Highlights' altogether.

I've just been on holiday.
Lisa Nichols, Bath.
Doh! (Sound of door slamming and footsteps scurrying away).

'IS SAMUS A BABE?'

I have read your review of Super Metroid and am interested in buying the game. My one concern is the time it takes to complete. I understand that it is in fact possible to complete the game in under two hours (1), despite being on a whopping 24 Meg cart. Admittedly, some games like Street Fighter II, are fun to play again and again, and Super Metroid contains lots of hidden rooms, bonuses etcetera, but would that still make it worth playing through again? Lemmings is an excellent game but the fun is in completing each level, and I probably won't play it any more now. If Super Metroid is like this, I probably can't afford to buy it.

In conclusion then,
1. Is Super Metroid worth getting?
2. Will I really want to play it more than once?
3. Is Samus a babe?
4. Is it true that she takes off most of her combat clobber if you manage to complete the game in under three hours?
Sorry to go on for so long about one point but I am desperate not to buy a 'dud' game.

Yours sincerely,
Henry Arnold,
Broadbridge Heath, W Sussex.
Super Metroid is a great game. We recommend it to anyone looking for a quality platform game.

To answer your questions now;
1. Yes.
2. Yes. To explore the game fully will take weeks of play.
3. No she's a fully-grown woman.
4. If you do the game in under two hours, you are 'rewarded' with some degree of kit sheddage.

WRITE NOW!

If you've got something to say and want to see your name in print, then what are you waiting for?

PLAY BACK,
SUPER PLAY,
30 MONMOUTH STREET,
BATH BA1 2BW.

versions of Drozone and Impossible Mission, two decade-old C64 games that are in my Greatest Top Ten Ever list. There are more I could mention.

In conclusion, I would say that this policy may be good in the long run. As long as the games chosen are decent enough, and a good conversion is programmed, why not? Who knows, by the turn of the century, games such as Lemmings may get re-released.

Yours sincerely,
Matthew Allen,
West Ewell, Surrey.

Would anyone like to respond to this? We're completely perplexed here...

'I REALLY ENJOY THE STUFF'

Although I like the magazine a lot, I have two small pieces of constructive criticism for you. I realise that you're at the mercy of the games companies when it comes to receiving printed circuit boards, but would it be possible to have more game reviews (there were only ten in issue 22) in the mag? Maybe you could get more stuff from shops? I really enjoy the stuff on 'anime' (manga/anime) but it is really necessary to have two separate sections (Anime World and Irresponsible Pictures) dealing with what is essentially the same topic? Surely you could combine the two? Sorry to nit-pick.
TTFN,
S Ramnath-O'Neill,
London.
PS Is (the lovely) Lisa Nichols related to top pop supremo Billy Idol? Check out the Super Play Profiles in issue 21!

There's a phenomenon in the console industry. It's called 'the summer months'. What happens is that publishers start gearing up for the autumn and Christmas. So traditionally there are fewer games around. This is why we don't feature so many then. 'Getting stuff from shops' isn't an answer. We cover everything we can anyway.

Anime World is an overview of the industry, with Helen's opinions, and Irresponsible Pictures is a reviews section. Totally different.



WHAT CART?



NAME, PUBLISHER % BRIEF DESCRIPTION

KEY The guide to Super Play's percentage scoring method.

90-100%

Why haven't you got all these?
Go on - buy them!

70-89%

Now these are worth
considering, definitely.

0-69%

Most of these are best left on the
shelf, we reckon.

- SP2 ACROBAT MISSION (JAP) *Taitohku*
- SP9 ACTION PACHIO (JAP) *Cocombat Japan*
- SP16 ACTRAISER (JAP/US/UK) *Enix/Quintet*
- SP16 ACTRAISER 2 (JAP) *Enix*
- SP1 THE ADDAMS FAMILY (JAP/US/UK) *Ocean*
- SP7 THE ADDAMS FAMILY 2 (JAP/US/UK) *Ocean*
- SP7 AEROBIZ (US) *Kool*
- SP13 AERO THE ACROBAT (UK) *Marubeni*
- SP15 ALADDIN (UK) *Capcom*
- SP18 ALCHEMIST (JAP) *Squaresoft*
- SP15 ALFRED CHICKEN (UK) *Mindscape*
- SP9 ALIEN[®] (US/UK) *Acclaim*
- SP6 ALIENS VS PREDATOR (JAP) *IGS*
- SP3 AMAZING TENNIS (JAP/US) *Absolute Entertainment*
- SP10 AMERICAN GLADIATORS (US) *Samurai*
- SP22 ANDRE AGASSI (US) *Technik*
- SP1 ANOTHER WORLD (UK) *Interplay*
- SP1 ARCANA (JAP/US) *KAL*
- SP13 ARCUS ODYSSEY (US) *Revolution*
- SP1 AREA 88 (JAP)/UN SQUADRON (US/UK) *Capcom*
- SP15 ART OF FIGHTING (JAP) *Takara*
- SP5 ASSAULT SUITS VALKEN (JAP) *NCS Masaki*
- SP11 ASTERIX (UK) *Infogrames*
- SP18 ASTRAL BOUT (JAP) *A-Wave*
- SP20 ASTRO GO! GO! (JAP) *Meldac*
- SP2 AUGUSTA MASTERS 3D GOLF (JAP) *T&E Soft*
- SP2 AXELAY (JAP/US/UK) *Konami*
- SP1 BART'S NIGHTMARE (JAP/US/UK) *Acclaim*
- SP7 BATTMAN RETURNS (JAP/US/UK) *Konami*
- SP18 BATTLEBLAZE (JAP/US) *Sunway Corp*
- SP19 BATTLE CARS (US) *Namco*
- SP3 BATTLE CLASH (US/UK) *Nintendo*
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- SP11 BATTLETOADS DOUBLE DRAGON (US) *Tradewest*
- SP11 BATTLETOADS IN BATTLEMANIACS (US) *Tradewest*
- SP5 BEST OF THE BEST (JAP/US/UK) *Electro Brain*
- SP6 BIG RUN (JAP) *Jaleco*
- SP6 BIO METAL (JAP) *Athana*
- SP7 BIRDIE TRY (JAP) *Toho*
- SP7 THE BLUES BROTHERS (JAP/US) *Titus*
- SP8 BOB (US/UK) *Electronic Arts*
- SP14 BOMBUZAL (JAP/US)/KA-LOOEY (US) *Kemco*
- SP14 BOXING LEGENDS OF THE RING (UK) *Electro Brain*
- SP4 BRASS BOSS (JAP) *Lazersoft*
- SP16 BRETT HULL HOCKEY (UK) *Acoltada*
- SP10 BUBSY (US) *Acoltada*
- SP19 BUGS BUNNY: RABBIT RAMPAGE (US) *Sunsoft*
- SP5 BULLS VS BLAZERS (JAP/US) *Electronic Arts*
- SP4 CACOMA KNIGHT (JAP/US) *Datam*
- SP7 CALIFORNIA GAMES II (JAP/US) *DMAC*
- SP7 CAL RIPKIN JR BASEBALL (US/UK) *Mindscape*
- SP1 CAMELTRY (JAP)/ON THE BALL (US) *Taito*
- 38% Despicably feeble vertically scrolling blaster. Avoid.
- 42% Boring and slow *Sonic* lookalike.
- 90% Great combination of strategy and platform action.
- 69% Flashy presentation, but a disappointing step backwards.
- 82% Enjoyable mix of puzzle, adventure and shoot 'em-up.
- 90% Huge, gorgeous-looking and fun platformer.
- 69% Well-presented, but over-serious, airport management sim.
- 84% Fun platformer with functional graphics and huge levels.
- 81% Great to look at and very involving, but it's over too quickly.
- 69% A great looking slasher/blaster with clever power-ups.
- 83% Packed levels and a great central character.
- 84% Big and accurate movie conversion with great cosmetics.
- 28% Unoriginal beat-'em-up. Neat idea but dire gameplay.
- 80% Looks nice, but the graphics restrict your view of the action.
- 16% Very sad attempt at reproducing the tacky gameshow.
- 52% Beaten in straight sets by *Super Family Tennis*.
- 81% Superb graphics and varied action, but it's a bit short.
- 65% RPG which sounds good in principle, but is dull in practice.
- 57% Boded RPG/shoot-'em-up with virtually no gameplay.
- 91% Exciting and brilliantly designed scrolling shooter.
- 56% Dull, unbalanced beat-'em-up with flat backgrounds.
- 91% A brilliant, Japanese shoot-'em-up with lovely graphics.
- 70% A fun unoriginal but bright and cheerful platformer.
- 40% Decent-looking wrestling game with dodgy gameplay.
- 51% A poor attempt to copy *F-Zero*.
- 79% Graphically good golf game which plays okay.
- 85% Uninventive gameplay, but the graphics are gorgeous.
- 86% Challenging, pretty and funny collection of sub-games.
- 87% Straightforward, but beautifully realised, movie licence.
- 42% Beat-'em-up which looks and sounds okay, but plays awful.
- 73% *Mad Max*-style racing. Disappointing two-player mode.
- 48% Super Scope game with a fatal lack of variety.
- 56% Cumberstone driving game with a useless overhead view.
- 37% A simple and incredibly boring scrolling beat-'em-up.
- 30% A fun beat-'em-up with loads of moves and fab animation.
- 50% The kick-boxing action here will soon get tedious.
- 34% Driving game with dire graphics and virtually no gameplay.
- 71% Unoriginal and marred by slow-down, but challenging.
- 28% Truly terrible golf game with an appalling Mode 7 course.
- 68% Fairly nice platform romp with a spurious film connection.
- 54% Awkward-to-control and average-looking platformer.
- 48% Well-designed puzzler with dull graphics and gameplay.
- 87% Fab boxing game with variety and knockout graphics.
- 56% Decent graphics, but basically just another beat-'em-up.
- 78% A competent, well-constructed and enjoyable game.
- 77% Pretty and playable, if unadventurous, platformer.
- 58% Just another mediocre platformer.
- 83% Good, solid and accurate basketball game.
- 36% Tedious *Qix* copy with attractive graphics, but little else.
- 22% Multi-event sport 'sim'. Stupid games and poor graphics.
- 70% Atmospheric, but awkward to play, and ultimately boring.
- 52% Ball-in-maze-type puzzler which is too easy.

SUPER PLAY'S GAME LIBRARY

Another month, and another 'What Screenshot' competition. As before, just study the numbered pics on all seven What Cart? pages and then write down which games they come from (in order). Piece of cake! Then send your answers to: What Screenshot? Compo 3, Super Play, 30 Monmouth St, Bath BA1 2BW. Remember, the winner gets a Super Play goody bag. Closing date is 16 September 1994.

NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP13 CAPTAIN AMERICA (UK) Mindscape	30%	Beat-'em-up with duff graphics and crap collision detection.
SP5 CAVEMAN NINJA 2 (JAP) In-house	58%	Joe And Mac sequel. Fiddly gameplay and titchy sprites.
SP13 CHAMPIONSHIP POOL (UK) Mindscape	78%	If you must play pool on the SNES, then go for this game.
SP7 CHAMPIONS WORLD CLASS SOCCER (UK) Accion	68%	Ryan Giggs likes it, but we're not so keen.
SP17 CHESSMASTER (US/UK) Mindscape	55%	It plays chess all right, but the interface is badly designed.
SP6 CHESTER CHEETAH (JAP/US) Kanako	58%	Bright, colourful platform game which lacks challenge.
SP11 CHOPFLIFTER 3 (UK) Ocean	90%	A nostalgic helicopter shoot-'em-up.
SP14 CHUCK ROCK (US/UK) Sony Imagesoft	61%	Imaginatively-designed platform game, but it's dull.
SP12 CLAYMATES (US/UK) Interplay	93%	Lowly graphics which the gameplay can't quite match.
SP16 CLIFFHANGER (UK) Sony Imagesoft	79%	Innovative and fun beat-'em-up, but it's too easy to finish.
SP7 CLIMB (US) Parker Brothers	22%	A four-rate and wholly derivative game.
SP5 COMBATRISES (JAP/US) Techno	46%	Unnecessary conversion of the <i>Cluedo</i> board game.
SP13 CONTRA 3 (US)/CONTRA SPIRITS (JAP) Konami	97%	Dull platform blaster. No imaginative levels or weapons.
SP14 COOL SPOT (US) Virgin	82%	Superb platform blaster with excellent two-player action.
SP8 COOL WORLD (US/UK) Ocean	82%	Looks snazzy, but the platforming fun is short-lived.
SP7 COSMO GANG (JAP) Namco	92%	Gorgeous film-based graphics, but where's the gameplay?
SP7 COSMO GANG: THE PUZZLE (JAP) Namcot	70%	Fun two-player shoot-'em-up, but infinite continues spoil it.
SP5 CYBERNATOR (US) HGS Herady	58%	Colourful <i>Travis</i> -inspired puzzler that soon gets dull.
SP15 DAFFY DUCK (UK) Sunsoft	91%	See <i>Assault Suits Valken</i> .
SP14 DARIUS FORCE (JAP) Taito	65%	Nice-looking and quite fun to play, but it's too derivative.
SP14 DARIUS TWIN (JAP/US) Taito	74%	Loads of baddies, but a curious lack of weapons.
SP8 DEAD DANCE (JAP) Jaleco	70%	Nice-looking shooter, but it lacks challenge and levels.
SP8 DEBERT STRIKE (JAP/US/UK) Electronic Arts	78%	Beat-'em-up with lots of moves and well-balanced fighters.
SP8 DEVIL'S COURSE (JAP) Tait Soft	90%	Addictive overhead-view strategic shoot-'em-up.
D FORCE (JAP/US) Aamki	80%	The craziest golf game you're ever likely to see. Quite fun.
SP1 DINOSAURS (JAP/US) Team	22%	Possibly the worst blaster on the SNES. Disgraceful.
DIRTY CHALLENGER (JAP) Yutaka	83%	Too-easy platformer with fab graphics and lots of humour.
DORAEEMON: WORLD OF FAIRIES (JAP) Epoch	34%	Yet another dier wrestling game with unimpressive moves.
SP15 DR FRANKEN (UK) Este	56%	Cute-looking RPG with little gameplay under the surface.
SP15 DRACULA KID (JAP) Nasat	58%	Unengaging, unoriginal platformer with sluggish gameplay.
SP21 DRAGON (UK) Virgin	82%	An imaginative and very cute platform game.
SP8 DRAGON BALL Z (JAP) Bandai	88%	A different sort of fighting game. And tough enough to last.
SP17 DRAGON BALL Z 2 (JAP) Bandai	73%	Original beat-'em-up with lots of moves and fab graphics.
DRAGON QUEST V (JAP) Enix	75%	All the appeal of the first game, but it doesn't last long.
SP1 DRAGON'S LAIR (US/UK) Elite	7%	Sprawling RPG with primitive graphics.
SP4 DRAKKHEN (JAP/US/UK) Kaneko	82%	Dreary looks and great gameplay, but can be frustrating.
DREAM PROBE (US) Riot	64%	Boring RPG with okay graphics, but awful combat system.
SP12 DUNGEON MASTER (US) JVC	33%	Bland platform beat-'em-up with lots of Japanese text.
SP7 EVIL SWORD (JAP) Datsun Polystar	88%	Inventive, packed with detail and great fun to play.
SP13 EVO: SEARCH FOR EDEN (US) Enix	55%	Colourful, bizarre and not very exciting slice-'em-up.
EXHAUST HEAT (UK) Ocean	47%	Evolution sim with graphics that could try harder.
SP18 EXHAUST HEAT II (JAP) Seta	69%	A reasonably sound driving game.
EXTRA INNINGS (US) Sony Imagesoft	83%	Fast, fun racing game with nice parallax, but some judder.
SP21 EYE OF THE BEHOLDER (US) Capcom	64%	Baseball game with cute characters and slick action.
F-1 EXHAUST HEAT (JAP/US/UK) Ocean/Seta	52%	Dated and very dull RPG.
SP15 F1 POLE POSITION (UK) Usi Soft	69%	3D racer with small cars and little warning of corners.
SP8 F1 GRAND PRIX PART II (JAP) Video System	83%	Weird controls and average graphics, but great driving.
SP3 FACEBALL 2000 (JAP/US) BulletProof Software	52%	Viewed-from-above racer which is fun if you persevere.
SP9 FAMILY DOG (US/UK) THQ	54%	Slow, jerky and confusing 3D maze shoot-'em-up.
SP4 THE FANG OF EDO (JAP) Micro World	39%	Dull and frustrating platformer with unworldly controls.
SP4 FATAL FURY (JAP/US) Takara	49%	This scrolling slash-'em-up looks okay, but is boring.
SP19 FATAL FURY 2 (JAP) Takara	76%	<i>SFII</i> copy which looks good and plays fine.
SP20 FIFA INTERNATIONAL SOCCER (UK) Ocean	79%	A fun beat-'em-up, but it's not nearly as good as <i>SFII</i> .
SP22 FIGHTER'S HISTORY (JAP) Data East	89%	A fantastic conversion from the Mega Drive.
FINAL FANTASY II (US) Squaresoft	85%	Packs a surprisingly good punch.
FINAL FANTASY IV (JAP) Squaresoft	86%	Graphically basic, but lovely music and an involved quest.
FINAL FANTASY V (JAP) Squaresoft	86%	See <i>Final Fantasy II</i> .
SP3 FINAL FANTASY: MYSTIC QUEST (US) Squaresoft	7%	Popular RPG with Japanese text. Impossible to judge.
SP1 FINAL FIGHT (JAP/US/UK) Capcom	79%	Role-playing for beginners. Fun, involving and cheap.
SP10 FINAL FIGHT 2 (JAP) Capcom	86%	Brill graphics and lots of variety, but no two-player mode.
SP10 FINAL FIGHT 2 (JAP) Capcom	75%	As before, with a two-player mode, but no challenge.





NAME, PUBLISHER

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BRIEF DESCRIPTION

- FINAL FIGHT GUY (JAP)** Capcom 83% Brilliant *Final Fight* sequel with a new main character.
- FINAL STRETCH (JAP)** Loze 73% 3D scrolling, but disappointing racing.
- FIRE DODGEBALL (JAP)** Sunsoft 45% Based on an imaginary sport, this is very basic.
- FIRST SAMURAI (UK)** Kemco 80% Platform beat-'em-up with loads of playability.
- FLASHBACK (JAP)** Sony Imagesoft 91% A bit linear, but it's involving and the graphics are great.
- THE FLINTSTONES (US)** Taito 54% Nice graphics, shame about the game.
- FLYING HERO: BUGLE'S BIG ADV (JAP)** Softel 68% Likeable blaster, but doesn't really stand out.
- FORTRESS OF FURY (JAP)** Jaleco 68% Nice graphics, but slow and unimaginative gameplay.
- F-ZERO (JAP/US/UK)** Nintendo 86% Fast and smooth racing game with bland scenery.
- GEORGE FOREMAN'S BOXING (US/UK)** Acclaim 18% Tedious, limited and almost static boxing game.
- THE GHOST OF KITARO (JAP)** Bandai 61% Pretty, but odd scrolling, shoot-'beat-'em-up.
- GOAL (US)** Jaleco 69% Lots of detail, but the scrolling is too jerky.
- GODS (US/UK)** Mindscape 74% Long-lasting platform shooter with added puzzles.
- GOLDEN FIGHTER (JAP)** Culture Brain 42% Rubbish-looking, -playing and -sounding *SFII* rip-off.
- GOOF TROOP (US)** Capcom 69% Puzzler starring Goofy which is fun for a while, but too easy.
- GP-1 (US)** Athos 62% Motorbike racing game which is nothing like the real thing.
- GPX CYBER FORMULA (JAP/US)** Takara 70% Average, but enjoyable, top-view racer with an anime bias.
- GRADIUS III (JAP/US)** Konami 82% The fab sound and lush graphics are marred by slow-down.
- GUNFORCE (JAP/US)** Irem 59% Platform blaster which is mediocre in all departments.
- HARLEY'S HUMUNGOUS ADVENTURE (US/UK)** EA 69% Fairly imaginative platformer with sub-standard graphics.
- HAT TRICK HERO (JAP/US)** Taito 66% Fast football sim which is only fun in two-player mode.
- HIT THE ICE (US)** Taito 58% Ice hockey game with added brawling. A bit shallow.
- HOLE-IN-ONE GOLF (JAP/US)** HAL 68% User-friendly and nice-looking, if not very realistic.
- HOME ALONE (JAP/US/UK)** THQ 36% Movie cash-in with banal gameplay and hopeless graphics.
- HOME ALONE 2 (US/UK)** THQ 32% Much the same as above, but, er, worse.
- HOOK (US/JAP)** Sony Imagesoft 72% Gorgeous-looking licence which is too slow and too easy.
- HUNT FOR RED OCTOBER (US)** Hi Tech Expressions 25% Extremely repetitive, waterlogged shooter.
- HUMAN GRAND PRIX (JAP)** Human 82% Fast and realistic racer, although the control system's odd.
- HUMANS (UK)** Gametek 70% *Legmings*-like puzzle game which gets boring fast.
- HYPERZONE (JAP/US)** HAL 30% Tedious 3D space shoot-'em-up with a bit of Mode 7.
- IMPERIUM (JAP/US)** Vic Tokai 49% Sad, old-fashioned shoot-'em-up featuring robot suits.
- THE INCREDIBLE CRASH DUMMIES (UK)** Acclaim 41% Unimpressive presentation and repetitive gameplay.
- INSPECTOR GADGET (US)** Nintendo 71% Just another platform game.
- INTERNATIONAL TENNIS TOUR (JAP)** Micro World 69% Plays a decent game of tennis, but other games are better.
- THE IREM SKINS GAME (JAP/US/UK)** Irem 83% Golf game which looks nice but isn't particularly accurate.
- JACK NICKLAUS GOLF (US)** Tradewest 62% Ruined by slow scenery redraw and unfriendly controls.
- JAKI CRUSH SUPER PINBALL (JAP)** Nexat 74% Pinball with a slow ball and a badly-designed table.
- JAMES BOND JR (US/UK)** THQ 29% Platform blaster with poor graphics and crap gameplay.
- JAMES POND'S CRAZY SPORTS (UK)** Storm 53% Good-looking collection of tedious 'sports'.
- JAPANESE PRO WRESTLING (JAP)** Human 78% Four-player sim with a fair degree of realism.
- JEOPARDY (US)** Gametek 15% Just as appalling as the original gameshow.
- JERRY BOY (JAP/US)** Sony Imagesoft 54% Well-designed main sprite but run-of-the-mill gameplay.
- JIMMY CONNORS' TENNIS (US/UK)** Ubi Soft 88% Tennis with added four-player antics. Great fun.
- JOE AND MAC (JAP/US/UK)** Data East/Elite 72% Colourful graphics, but repetitive music and gameplay.
- JOE AND MAC 2 (US)** Data East 80% A great little game which is playable and very funny.
- JOHN MADDEN FOOTBALL (JAP/US)** Electronic Arts 79% Fast enough, but the graphics are flat and jerky.
- JOHN MADDEN FOOTBALL '93 (JAP/US/UK)** EA 83% Cosmetic improvements make this a much better game.
- THE JUNGLE BOOK (UK)** Virgin 82% Virgin have done Mowgli and his charms pretty good.
- JURASSIC PARK (UK)** Ocean 89% Huge film-based exploring-'em-up with lots to do.
- KAWASAKI CARIBBEAN CHALLENGE (US)** Gametek 20% Cup motorbike-racing game with abysmal graphics.
- KEVIN KEEGAN'S PLAYER MANAGER (UK)** Anco 59% Find out how dull football management really is.
- KICK OFF (JAP/UK)** Anco/Imagesaver 52% Very flawed, but reasonably playable with two people.
- KICK OFF 3 (UK)** Imagesaver 91% Plays a quick, smooth and brilliantly competitive game.
- KIKIKAIKAI (JAP)/POCKY & ROCKY (US)** Natsume 88% Weird, but enjoyable, shoot-'em-up with superb graphics.
- KING ARTHUR'S WORLD (US/UK)** Jaleco 83% Enjoyable mouse-based platformer with a medieval slant.
- KING OF DRAGONS (JAP)** Capcom 53% A sad pastiche of a beat-'em-up. Boring.
- THE KING OF RALLY (JAP)** Hatlaci 39% Dull-looking 3D race-'em-up with a lack of opponents.
- KING OF THE MONSTERS (JAP)** Takara 79% Giant-sized beat-'em-up which is too dull to play.
- KING OF THE MONSTERS 2 (JAP)** Takara 74% A silly combat game with only short-term entertainment.
- KITARO'S GHOST (JAP)** Bandai 58% Cute graphics, but the platform action is too hard.
- KNIGHTS OF THE ROUND (US)** Capcom 51% Smashing looks backed up with crap gameplay.
- KOSHUYEN 2 (JAP)** KAC 60% Bog-standard baseball game with nice, Japanese looks.
- KRUSTY'S SUPER FUN HOUSE (US/UK)** Acclaim 79% Unusual blend of puzzling and platformers.
- LAGOON (JAP/US/UK)** Kemco 78% Frustrating and rather dull role-player.
- LAST ACTION HERO (UK)** Sony Imagesoft 21% A very poor scrolling beat-'em-up.
- LAST FIGHTER TWIN (JAP)** Banpresto 59% Side-on beat-'em-up. Nice looks, but limited gameplay.
- LAMBORGHINI AMERICAN CHALLENGE (UK)** THX 73% Neat racer with dull graphics and an odd difficulty curve.
- THE LAWMOWER MAN (UK)** Storm 77% Nice 3D sections mixed with some dull platform ones.
- LEGEND (US)** Seika 58% Another humdrum scrolling slasher.
- LEGEND OF SUCCESS JOE (JAP)** KAC 49% Boxing with basic graphics and not enough moves.
- LEGEND OF MYSTICAL NINJA (JAP/US/UK)** Konami 90% RPG-platformer with fab graphics and a real challenge.

NAME, PUBLISHER

%

BRIEF DESCRIPTION

SP17	LEGEND OF MYSTICAL NINJA 2 (JAP) Konami	90%	A compelling and very entertaining sequel.
SP2	LEMMINGS (JAP/US/UK) Sunsoft	86%	One of the most ingenious and addictive games ever.
SP16	LESTER THE UNLIKELY (US) Nintendo	52%	A very mediocre platform game.
SP17	LETHAL ENFORCERS (UK) Konami	69%	An expensive, but very playable, shoot-'em-up.
SP6	LETHAL WEAPON (US/UK) Ocean	57%	Unadventurous platform shoot-'em-up.
SP22	LIBERTY OR DEATH (US/JAP) Kool	41%	Mildly diverting for a while, but it's too finicky.
SP6	THE LOST VIKINGS (US/UK) Interplay	84%	Well-designed mixture of strategy and platforms.
SP16	LUFIA & THE FORTRESS OF DOOM (US) Taito	78%	A decent enough RPG, but it's nothing special.
SP15	MACROSS (JAP) Zamusse	87%	Anime blaster with lovely looks and lots of variety.
SP16	MADDEN NFL '94 (JAP) Electronic Arts	85%	An American football game that's worth buying.
SP21	MAGIC BOY (UK) jvc	75%	An entertaining platformer – once you get to know it.
	MAGICAL GUY ADVENTURE (JAP) Bandai	62%	Fun platformer with cute sprites and backdrops.
SP7	MAGIC SWORD (JAP/US/UK) Capcom	58%	Dreadful slash-'em-up with appalling animation.
SP3	MAJOR TITLE (JAP/US/UK) Irem	83%	See <i>The Irem Skins</i> Game.
SP13	MARIO & WARIO (JAP) Nintendo	70%	This mouse-driven puzzler is absorbing but too easy.
SP11	MARIO IS MISSING (UK) Mindscape	70%	'Edutainment' game aimed at younger players.
SP6	MARIO PAINT (JAP/US/UK) Nintendo	55%	Limited, crude art package – with no print option!
SP17	MARIO'S TIME MACHINE (UK) Mindscape	60%	An edutainment title, but it's repetitive and tedious.
SP14	MECAROBOT GOLF (US) Taito	37%	Idiosyncratic and dull golf game featuring robots.
SP9	MECH WARRIOR (JAP/US) Activision	63%	Armour-plated platform blaster lacking imagination.
SP19	MEGA-LO-MANIA (UK) Imagineer	81%	An exciting and engrossing wargame.
SP20	MEGA MAN SOCCER (US) Nintendo	62%	A slow, tedious and rather pointless game.
SP17	MEGA MAN X (JAP) Capcom	88%	An innovative platformer with some smart graphics.
SP12	METAL JACKET (JAP) Ataris	20%	Stilted animation and inept gameplay. Rubbish.
SP16	METAL MARINES (UK) Mindscape	80%	A good old smash-the-enemy-to-bits strategy game.
SP3	MICKEY'S MAGICAL QUEST (JAP/US/UK) Capcom	99%	Polished platformer with fab looks, but no challenge.
SP20	MICKY'S ULTIMATE CHALLENGE (US) Hi-Fash	54%	Pretty graphics, but the gameplay stinks.
SP13	NIGHT & MAGIC II (UK) Ems	43%	Tedious RPG with little depth or gameplay.
SP7	MONOPOLY (JAP/US) Parker Brothers	40%	Why bother when the board game's cheaper?
SP11	MORTAL KOMBAT (UK) Acclaim	81%	No gore and fewer moves, but still a great game.
SP13	MIR NUTZ (UK) Ocean	86%	Cute 'n' colourful graphics and slick programming.
SP22	MUSCLE BOMBER (US/JAP) Capcom	78%	Big and attractive, but not enough for most gamers.
SP9	MUSYA (JAP/US) Dalem	24%	Don't be fooled by the nice backdrops – this is crap.
SP9	NAMCO OPEN (JAP) Namco	80%	Nice golf sim with fast and efficient graphics.
	NBA ALL-STAR CHALLENGE (JAP/US) LJN	59%	Nicely presented and realistic basketball sim.
SP17	NBA JAM (US) Acclaim	87%	Multitap-compatible and brilliant fun with it.
SP16	NBA SHOWDOWN (US) Electronic Arts	89%	Plays a fast and satisfyingly violent game of basketball.
SP14	NFL FOOTBALL (US) Konami	76%	Lots of special effects, but a limited amount of control.
SP22	NHL HOCKEY '94 (US/UK) Ocean	89%	The most playable and entertaining ice hockey game.
SP4	NHLPA HOCKEY (US/UK) Electronic Arts	87%	Nice ice hockey sim, although the graphics are jerky.
SP16	NHL STANLEY CUP (US) Nintendo	79%	The most exciting conversion of ice hockey available.
SP6	NIGEL MANSELL F1 CHALLENGE (JAP) Infocom	85%	Good, fast, high-quality racing action.
SP20	NINJA WARRIORS (US) Taito	84%	A smart walk-along fighting game. Worth checking out.
	NOLAN RYAN'S BASEBALL (JAP/US) Romstar	73%	A slick sim with slightly tricky controls.
SP4	NORTH STAR KEN 6 (JAP) Taito	42%	<i>SFII</i> clone with huge sprites, but little action.
SP21	100% COTTON (JAP) Dalem Polystar	79%	Great shooter with superb style, but easy to finish.
SP9	OPERATION LOGIC BOMB (US) Jelco	68%	See <i>Fortress Of Fury</i> .
	OTHELLO WORLD (JAP) Taito	52%	Plays a faithful game of <i>Othello</i> , but why bother?
SP8	OUTLANDER (UK) Mindscape	28%	Useless blaster with a bit of driving thrown in.
SP12	OUT TO LUNCH (UK) Mindscape	84%	Big, cute, cleverly animated and challenging.
SP21	PAC-ATTACK (UK) Nintendo	69%	Get <i>Super Puyo Puyo</i> instead.
SP16	PALADIN'S QUEST (US) Enix	62%	Not a bad little RPG, but buy <i>Secret Of Mana</i> instead.
SP2	PAPER BOY 2 (US/UK) Mindscape	22%	Deliver newspapers and avoid the obstacles!
SP7	PEBBLE BEACH GOLF LINKS (JAP/US/UK) T&E	82%	Fun and extremely accurate sim for up to three players.
SP5	PGA TOUR GOLF (JAP/US/UK) Electronic Arts	60%	Slick presentation, but below-par playability.
SP1	PHALANX (JAP/US) Kemco	70%	Unremarkable scrolling shooter with nice graphics.
SP1	PILOT WINGS (JAP/US/UK) Nintendo	92%	Looks good and is a test of hand-eye co-ordination.
SP17	PINK GIDS TO HOLLYWOOD (US) Tecmagik	76%	An enjoyable, but flawed, platformer.
SP18	PINBALL DREAMS (UK) Gametek	75%	A not-very-impressive pinball conversion.
SP2	PIPEDREAM (JAP) Bullet-Proof Software	66%	Well turned-out puzzle which gets boring fast.
SP4	PITFIGHTER (US/UK) THQ	14%	Laughably bad beat-'em-up 'action'.
SP14	PLOKI (US) Tradewest	90%	Cute platformer which is fun enough to stand out.
SP8	POP'N TWINBEE (JAP/US/UK) Konami	84%	Ultra-cute blaster with rather weak gameplay.
SP2	POPULOUS (JAP/US/UK) Imagineer	85%	Great god-game which may get boring after a while.
SP4	POWER ATHLETE (JAP)/POWER MOVES (US) Kaneco	49%	This beat-'em-up contains nothing special.
SP9	POWERMONGER (UK) Imagineer	77%	You'll need a lot of patience for this adventure.
SP13	PRIME GOAL (JAP) Namco	75%	A great game of soccer, spoilt by its lack of speed.
SP5	PRINCE OF PERSIA (JAP/US/UK) Konami	89%	Tough, pretty and wonderful to play. A classic.
SP6	PRO BASEBALL LEAGUE '93 (JAP) Sony	77%	Cute characters, slick animation and some neat extras.
SP7	PRO QUARTERBACK (US) Tradewest Sports	72%	Nice Mode 7 graphics, but very little else.
	PRO SOCCER (JAP) Imagineer	27%	Crude graphics and Graham Taylor-esque gameplay.



NAME, PUBLISHER % BRIEF DESCRIPTION



SP7	PSYCHO DREAM (JAP) <i>Riot</i>	33%	See <i>Dream Probe</i> .
SP3	PUSHOVER (US/UK) <i>Ocean</i>	78%	Basic domino-toppling puzzler. Short-term fun only.
SP3	Q*BERT 3 (JAP/US) <i>NTVIG</i>	67%	Nostalgia value alone isn't enough to make this fun.
SP3	RACE DRIVIN' (US/UK) <i>THQ</i>	35%	Badly programmed racer with nasty 3D graphics.
SP21	RACCOON RASCAL (JAP) <i>NCS Masaya</i>	79%	A distinctive and enjoyable puzzle game.
SP21	RAIDEN DENSETSU (JAP)/RAIDEN TRAD (US) <i>Toei</i>	74%	This shooter is too slow to provide any excitement.
SP18	RAINBOW BELL ADVENTURES (UK) <i>Konami</i>	50%	Cute, enjoyable and addictive platform game.
SP2	RAMPART (US) <i>Electronic Arts</i>	79%	Primitive-looking, but fun, puzzler. Great with two.
SP6	RANMA 1/2 (JAP) <i>NCS Masaya</i>	75%	Net anime beat-'em-up with mismatched characters.
SP6	RANMA 1/2 PART TWO (JAP) <i>NCS Masaya</i>	73%	Good-looking characters, but it's far too easy.
SP21	RANMA 1/2: HARD BATTLE (JAP) <i>Runic Soft</i>	79%	The best <i>Ranma 1/2</i> game to date.
SP14	REDLINE F1 RACER (US) <i>Absoft</i>	49%	Okay graphics, but almost impossible to play.
SP12	THE REN & STIMPY SHOW: 'VEEDIOTS' (UK) <i>THQ</i>	47%	Nice graphics, but dull gameplay and odd gags.
SP2	RIVAL TURF (JAP/US/UK) <i>Jaleco</i>	58%	Simultaneous two-player action, but repetitive baddies.
SP4	ROAD RIOT 4WD (US/UK) <i>THQ</i>	20%	This split-screen racer is primitive in every respect.
SP4	ROAD RUNNER (JAP/US/UK) <i>Sunsoft</i>	42%	Faithful to the cartoon, but the gameplay is simplistic.
SP14	ROBOCOP 3 (US/UK) <i>Ocean</i>	50%	Far too difficult and often ridiculously unfair.
SP14	ROBOCOP VS TERMINATOR (UK) <i>Virgin</i>	27%	Apart from the graphics, this is shabby beyond belief.
SP12	THE ROCKETEER (JAP/US) <i>Ses</i>	33%	Lovely graphics, but there's little audience participation.
SP12	ROCKY RODENT (JAP) <i>Wren</i>	88%	Very challenging and lots of fun to play.
SP12	ROGER CLEMENS' MVP BASEBALL (US) <i>Acclaim</i>	50%	Dull game with no variety in graphics or gameplay.
SP12	ROMANCE OF THE 3 KINGDOMS II (JAP/US) <i>Kool</i>	73%	Great animation, but a few problems with the controls.
SP20	ROMANCE OF THE 3 KINGDOMS III (US) <i>Kool</i>	55%	Complex, but not very interesting, strategy game.
SP12	RPM RACING (JAP/US) <i>Interplay</i>	67%	For dedicated strategy wargames only.
SP16	R-TYPE III (JAP) <i>Wren</i>	57%	Fun racer, although the scrolling's a bit rough.
SP10	RUN SABER (US) <i>Atari</i>	83%	A polished shoot-'em-up with frantic action.
SP6	RUSHING BEAT RUN (JAP) <i>Jaleco</i>	59%	Pretty backdrops but not much in the way of gameplay.
SP19	RUSHING BEAT 3 (JAP) <i>Jaleco</i>	60%	Beat-'em-up which is nice to look at, but boring to play.
SP9	SD DODGEBALL (JAP) <i>Sangatsu</i>	66%	Another boring side-scrolling beat-'em-up.
SP9	SD GREAT BATTLE (JAP) <i>Sangatsu</i>	42%	The worst of the series of dodgeball games.
SP9	SD GREAT BATTLE III (JAP) <i>Sangatsu</i>	38%	Cruisy arcade adventure with tedious gameplay.
SP9	SD GUNDAM (JAP) <i>Sandai</i>	63%	Cute characters and nice graphics, but lacks depth.
SP15	SECRET OF MANA (US) <i>Squaresoft</i>	7%	RPG with crap graphics and sound. Impossible to judge.
SP15	SENSIBLE SOCCER (UK) <i>Sony Imagesoft</i>	94%	Enormous four-player RPG which looks stunning.
SP10	SEPTENTRION (JAP) <i>Hummer</i>	91%	Utterly realistic sim with great playability. The best.
SP14	THE 7TH SAGA (US) <i>Enix</i>	90%	Atmospheric and playable disaster movie-type game.
SP9	SHADOWRUN (UK) <i>ate East</i>	69%	A run-of-the-mill RPG with little to recommend it.
SP9	SHANGHAI 2 (JAP/US) <i>Activision</i>	85%	Scrupulously designed adventure, packed with puzzles.
SP19	SHADE POCKET (UK) <i>Meridian</i>	58%	Very basic puzzler that can become addictive.
SP22	SIM ANT (JAP) <i>Imagineer</i>	86%	Plays a great game of pool. Recommended.
SP1	SIM CITY (JAP/US/UK) <i>Mexia/Nintendo</i>	7%	Like <i>Sim City</i> , but with ants. Impossible to judge.
SP9	SIM EARTH (JAP/US) <i>Imagineer</i>	84%	Build the city of your dreams in this absorbing classic.
SP4	SKULIAGGER (US) <i>American Softworks</i>	34%	This has too much to do and eventually gets tedious.
SP14	SKY BLAZER (UK) <i>Sony</i>	58%	Lacklustre pirate adventure that's too easy.
SP18	SOCCER KID (UK) <i>Ocean</i>	78%	A pretty platformer, but too lightweight.
SP18	SOLDIERS OF FORTUNE (US) <i>Spectrum HomeByte</i>	84%	An addictive platform game with a footballing twist.
SP8	SOLSTICE II: EQUINOX (US/UK) <i>Sony Imagesoft</i>	89%	A brilliant and challenging shoot-'em-up.
SP2	SONIC BLAST MAN (JAP/US) <i>Teito</i>	90%	Polished adventure with brill graphics and sound.
SP21	SOS (US) <i>Vic Total</i>	89%	Scrolling beat-'em-up with limited longevity.
SP2	SOUL BLAZER (JAP/US) <i>Enix</i>	63%	Plenty of challenge and a genuinely new game style.
SP17	SPACE ACE (UK) <i>Empire</i>	89%	Slick and graphically gorgeous <i>Zelda</i> -type adventure.
SP21	SPACE INVADERS (JAP) <i>Teito</i>	58%	Awful sprites, awful gameplay, awful game.
SP21	SPACE MEGAFOOT (US) <i>Toho/Compile</i>	52%	Short-term thrills only in this strange footy sim.
SP21	SPANKY'S QUEST (JAP/US) <i>Netsumo</i>	40%	A pointless conversion of the old classic.
SP21	SPECTRE (UK) <i>GameTek</i>	87%	Technically wonderful and great-playing shoot-'em-up.
SP22	SPEED RACER (US/UK) <i>Accolade</i>	58%	Bizarre affair involving killing baddies with bubbles.
SP22	SPIDERMAN & THE X-MEN (US/UK) <i>Acclaim</i>	90%	A simple and stunning tank combat game. Buy it.
SP2	SPINDIZZY WORLDS (JAP/US/UK) <i>ASCII</i>	65%	Decent racing bits marred by sloppy platform sections.
SP19	SPORTS ILLUSTRATED CHAMPIONSHIP (US) <i>Mullin</i>	72%	Unattractive-looking platformer that's not 'last'.
SP7	STARFISH (JAP/US)/STARWING (UK) <i>Nintendo</i>	69%	Clever little arcade puzzler, but it's looking dated now.
SP21	STAR TREK: THE NEXT GENERATION (US) <i>Spectrum HomeByte</i>	70%	Football and baseball on one cart. Limited.
SP1	STREET FIGHTER II (JAP/US/UK) <i>Capcom</i>	93%	Absolutely brilliant 3D shoot-'em-up. Get it!
SP11	STREET FIGHTER II TURBO (JAP/US/UK) <i>Capcom</i>	39%	A compilation of very poor sub-games. Disappointing.
SP3	STRIKE GUNNER (JAP/US/UK) <i>Activision</i>	94%	Your SNES is wasted if you haven't got this!
SP10	STRIKER (UK) <i>Elite</i>	96%	A faster, better-looking version of the original.
SP9	SUMO SPIRITS (JAP) <i>Teikoku</i>	65%	Average vertical blaster with boring backgrounds.
SP12	SUNSET RIDERS (UK) <i>Konami</i>	89%	Easy-to-play footy sim that's also easy on the eyes.
SP2	SUPER ADV ISLAND (JAP/US/UK) <i>Hudson Soft</i>	47%	Fairly realistic, but who cares? It's sumo.
SP12	SUPER AIR DIVER (UK) <i>Sunsoft</i>	87%	Enjoyable two-player blast, but can get repetitive.
		75%	Nice backgrounds but simplistic platform gameplay.
		51%	Looks good, but the gameplay's too insubstantial.



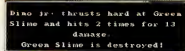
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BRIEF DESCRIPTION

- SP3 SUPER ALESTE (JAP/US/UK) *Toho/Compile* 87% See *Space Megaforce*.
- SP12 SUPER BACK TO THE FUTURE 2 (JAP) *Toshima/EMI* 61% Good graphics and sound, but awful controls.
- SP9 SUPER BASEBALL SIM 1000 (JAP/US) *Culture Brain* 49% Good pitching and batting, but poor graphics.
- SP9 SUPER BASES LOADED (JAP/US) *Jaleco* 55% Jerky graphics and limited gameplay.
- SP9 SUPER BASES LOADED II (JAP/US) *Jaleco* 63% The same as above, but with, er, a II afterwards.
- SP4 SUPER BASKETBALL (JAP/US/UK) *Nintendo/NAL* 84% Accomplished and very playable game of basketball.
- SP6 SUPER BATTER UP (US) *Namco* 53% Uncontrollable baseball game with garish graphics.
- SP6 SUPER BATTLETANK (JAP/US/UK) *Absoft* 50% Some good explosions, but generally boring.
- SP19 SUPER BATTLETANK 2 (US) *Absoft* 43% Don't bother.
- SP7 SUPER BIKURI MAN (JAP) *Interlec* 18% Ridiculously bad beat-'em-up which is far too easy.
- SP7 SUPER BIRDIE RUSH (JAP) *Data East* 76% Cartoonish golf game which could be more playable.
- SP10 SUPER BLACK BASS (JAP) *Hot B* 42% Fancy going fishing on your SNES? You're very sad.
- SP9 SUPER BOMBERMAN (JAP/UK) *Hudson Soft* 92% Brilliantly manic four-player maze game.
- SP21 SUPER BOMBERMAN 2 (JAP) *Hudson Soft* 91% Nearly as brilliant as the first game (see above).
- SP1 SUPER BOWLING (JAP/US) *Athena* 48% Bowling's too boring to make a decent SNES game.
- SP1 SUPER CASTLEVANIA IV (JAP/US/UK) *Konami* 91% Huge, atmospheric platformer with great sound.
- SP19 SUPER CHASE HQ (JAP) *Taito* 56% A badly-made 'action' driving game.
- SP19 SUPER CHINESE WORLD (JAP) *Culture Brain* 7% Basic RPG. Impossible to judge.
- SP9 SUPER CONFLICT (US) *Vic Total* 69% Boring and outdated hex-based wargame.
- SP19 SUPER CUP SOCCER (JAP) *Jaleco* 69% See *Goal*.
- SP19 SUPER CUP SOCCER 2 (JAP) *Jaleco* 60% A Japanese footy sim that offers nothing new.
- SP3 SUPER DOUBLE DRAGON (JAP/US) *Technos* 68% Large variety of moves, but it's crap and too easy.
- SP9 SUPER DUNKSHOT (JAP/US) *NAL* 84% Slightly confusing sim with fabulous 3D graphics.
- SP19 SUPER DUNKSTAR (JAP) *Sammy* 55% Basketball sim which plays okay, but looks primitive.
- SP9 SUPER EMPIRE STRIKES BACK (JAP/UK) *LucasArts* 71% Unoriginal sequel with lots of slow-down.
- SP19 SUPER EDF (JAP/US) *Jaleco* 68% Pretty shoot-'em-up with some boring gameplay.
- SP1 SUPER F1 CIRCUIS (JAP) *Nichibutsu* 74% Ordinary-looking racer which is fast and feels good.
- SP1 SUPER F1 CIRCUIS (JAP) *Nichibutsu* 74% Limited-edition version with real Grand Prix names.
- SP13 SUPER F1 CIRCUIS 2 (JAP) *Nichibutsu* 44% The lack of other cars on the track makes this dull.
- SP19 SUPER F1 GRAND PRIX (JAP) *Video System* 39% Unexciting racer with no two-player mode.
- SP6 SUPER F1 HERO (JAP) *Yale* 49% Racer with appalling graphics and no sense of speed.
- SP17 SUPER FAMILY TENNIS (JAP) *Namcot* 83% Polished four-player sim with limited controls.
- SP9 SUPER FIRE PRO WRESTLING (JAP) *Human* 56% Dull-looking and too tough, but okay with two players.
- SP17 SUPER FIRE PRO WRESTLING 2 (JAP) *Human* 72% Crap on your own, great with a multipat.
- SP11 SUPER FORMATION SOCCER II (JAP) *Namco* 70% The four-player version of Super Soccer.
- SP11 SUPER GHOULS 'N' GHOSTS (JAP/US/UK) *Capcom* 85% Brilliant graphics (with slow-down), but it's frustrating.
- SP11 SUPER HIGH IMPACT (JAP/US) *Acclaim* 79% Stripped-down and enjoyable US footy game.
- SP9 SUPER JAMES POND (JAP/UK) *Ocean* 74% Lots of levels to keep you playing, but it's too juddery.
- SP1 SUPER MARIO ALL STARS (JAP/US/UK) *Nintendo* 96% Four brilliant Mario games on one huge cart!
- SP1 SUPER MARIO KART (JAP/US/UK) *Nintendo* 93% Four-games-in-one racer with great two-player mode.
- SP2 SUPER MARIO WORLD (JAP/US/UK) *Nintendo* 94% Repetitive backgrounds, but awesome challenge.
- SP20 SUPER METROID (JAP) *Nintendo* 92% Marvelous platform shooter destined for classic status.
- SP4 SUPER NBA BASKETBALL (JAP/US/UK) *Techno* 86% Playable, accurate and comprehensive sim.
- SP19 SUPER NINJA (JAP) *Koal* 7% RPG with ancient-looking graphics.
- SP4 SUPER OFF ROAD (JAP/US/UK) *Tredwest* 63% Limited overhead-view racer offering short-term fun.
- SP14 SUPER OFF ROAD BAJA (US) *Tredwest* 69% Fun for a while, but the lack of variety suppers it.
- SP1 SUPER PANG (JAP/US) *Capcom* 72% Smart graphics, but really needs a two-player mode.
- SP6 SUPER PARODIUS (JAP/UK) *Konami* 86% Hilarious graphics make this a blast. Bit easy, though.
- SP19 SUPER PINBALL: BEHIND THE MASK (JAP) *Nintendo* 73% Nice to look at, but very limited to play.
- SP2 SUPER PLAY ACTION FOOTBALL (US) *Nintendo* 71% Complex sim that is accurate rather than playable.
- SP2 SUPER PROTECTOR (UK) *Konami* 90% See *Contra 3*.
- SP13 SUPER PUTTY (UK) *System 3* 84% Fun, slick, and very weird, Amiga-derived platformer.
- SP18 SUPER PUYO PUYO (JAP) *Banpresto* 91% An addictive and completely brilliant puzzle game.
- SP1 SUPER R-TYPE (JAP/US/UK) *Irem* 72% Great-looking shooter which suffers from slow-down.
- SP13 SUPER SLAP SHOT (US) *Virgin* 65% Awkward-playing ice hockey sim with dodgy graphics.
- SP3 SUPER SMASH TV (JAP/US/UK) *Acclaim* 84% Frantic, ultra-violent blaster with hordes of baddies.
- SP1 SUPER SOCCER (JAP/US/UK) *Human/Nintendo* 83% Enjoyable, but flawed, sim with impressive graphics.
- SP4 SUPER STAR WARS (JAP/US/UK) *JVC* 89% Accurate, atmospheric and tough platform blaster.
- SP6 SUPER STRIKE EAGLE (US/UK) *MicroProse* 61% Disappointingly flight sim with blocky graphics.
- SP9 SUPER SUMO (JAP) *Namcot* 44% Nice comedy graphics, but sumo is still dull.
- SP6 SUPER SWIV (JAP/US/UK) *The Sales Curve* 92% Slick two-player shooter. Good fun, if a little samey.
- SP1 SUPER TENNIS (JAP/US/UK) *Yoshiki House* 82% Amazing range of shots and lots of tournaments to win.
- SP6 SUPER TETRIS 2 + BOMBLISS (JAP) *Bullet-Proof* 83% A great conversion of the classic puzzler.
- SP8 SUPER TOM & JERRY (US/UK) *High-Tech Expressions* 42% Poor platformer with lots of slow-down.
- SP20 SUPER TROLL ISLANDS (US) *American Softworks* 70% Bright and cheerful game for the younger player.
- SP10 SUPER TURRICAN (US/UK) *Sega* 80% Fast, smooth shooter with some slick graphics.
- SP19 SUPER VALLEY IV (JAP/US) *Teinnet* 52% Contrived, boring and linear platformer.
- SP5 SUPER VOLLEY II (JAP) *Video System* 82% Weird 2D volleyball sim with a wealth of moves.
- SP19 SUPER WAGAN ISLAND (JAP) *Namcot* 7% Cute-looking, texty platformer. Impossible to judge.
- SP12 SUPER WIDGET (US) *Atari* 4% Boring cartoon-derived platformer.
- SP1 SUPER WWF (JAP/US/UK) *Acclaim* 74% This would be fun if all the wrestlers weren't so similar.





NAME, PUBLISHER % BRIEF DESCRIPTION

- SP19 SUZUKI 8 HOURS (JAP) Namcot 59% Slow, hard to get into and lacks originality.
- SP5 SUZUKI AGURI F1 (JAP) Loz 72% Well-presented racer, but the corners appear too fast.
- SP5 SYO THE SEAL (JAP) Takara 79% A cute platformer, but it's sometimes a bit empty.
- SP5 SYVALION (JAP/UK) JVC 44% Maze-based scrolling shooter which lacks challenge.
- SP9 TAZ-MANIA (US/UK) THQ 50% Fun along the road, and, er... That's about it, really.
- SP7 TERMINATOR DAY (UK) Mindscape 59% Average, film-based blaster with dark graphics.
- SP19 T2: JUDGMENT DAY (UK) LJN 52% A real waste of a license. Leave it on the shelf.
- SP16 T2: THE ARCADE GAME (UK) Acclaim 73% A smooth and addictive arcade game, but boring.
- SP6 TEST DRIVE II: THE DUEL (US/UK) Acclaim 58% Racer which is difficult to control and not very exciting.
- SP16 TETRIS BATTLE GAIDEN (JAP) Bullet-Proof Software 86% A brilliant (and worthy) sequel to Tetris.
- SP19 3D BASEBALL (JAP) Jaleco 63% Too much Japanese text makes this difficult to play.
- SP19 THUNDER SPIRITS (JAP/US) Toshiba EMI 73% Shoot-'em-up spoiled by slow-down.
- SP14 TIME SLIP (UK) Vic Tokai 60% Poorly executed platformer which is far too easy.
- SP20 TIME TRAX (UK) Hotho/THQ 73% Slick and entertaining, but short-lived.
- SP6 TINY TOONS (JAP/US/UK) Konami 89% Lovely platformer with bags of variety and challenge.
- SP6 TRO BOXING (US) Soft 38% Well-presented sim with simplistic, boring gameplay.
- SP3 TOP GEAR (JAP/US/UK) Kameo 76% Lots of fast driving fun, but only with two players.
- SP13 TOP GEAR 2 (UK) Kameo 74% Nicely done, but offers nothing new.
- SP14 TOTAL CARNAGE (UK) THQ 63% Smash TV sequel which isn't as frantic as the original.
- SP9 TOYS (US) Absolute 24% Slick and boring film conversion with awful graphics.
- SP18 TRODDERS (UK) Storm 79% Addictive puzzler with an unfriendly learning curve.
- SP6 TUFF E NUFF (US) Jaleco 78% See Dead Dancer.
- SP20 TURN AND BURN (US) Absolute 71% The best SNES airborne combat sim yet.
- SP2 TURTLES IV: TURTLES IN TIME (JAP/US/UK) Konami 81% Great-looking beat-'em-up which can get repetitive.
- SP18 TURTLES: TOURNAMENT FIGHTERS (UK) Konami 90% Great beat-'em-up with lots of fighters and locations.
- SP8 2020 SUPER BASEBALL (JAP) KAC 85% Fun two-player sim with the addition of robots.
- SP22 ULTIMA VI (US/UK) PCi 45% Compared to Mana, it's a shameful bit of old tat.
- SP19 ULTIMATE FOOTBALL (JAP) Sammy 51% Limited and technically unadventurous US footy sim.
- SP19 ULTRAMAN (JAP/US/UK) Bandai 35% Ridiculous-looking beat-'em-up.
- SP9 ULTRASEVEN (JAP) Bandai 45% Godzilla-type beat-'em-up which is funny but tacky.
- SP7 UNCHARTED WATERS (JAP/US) Koei 37% Incredibly boring naval strategy game.
- SP6 USA ICE HOCKEY (JAP) Jaleco 60% Nice ice, but the slow-down makes it unplayable.
- SP7 USHIO AND TORA (JAP) Yutaka 35% Poor scrolling cut-'em-up with only two moves.
- SP14 UTOPIA (US) Jaleco 86% Absorbing Sim City-type affair with lots of depth.
- SP12 VANNA WHITE'S WHEEL OF FORTUNE (US) Gametek 19% A gameshow conversion? Oh dear.
- SP13 VIRTUAL SOCCER (UK) Hudson Soft 87% An excellent game of footy, but can get frustrating.
- SP16 VOLLEYBALL TWIN (JAP) Tonkin House 76% Plays solidly, but slow scrolling makes it frustrating.
- SP5 WAIALAE COUNTRY CLUB (JAP/US) n.e.s. Soft 82% Accurately depicted golf sim based on a real course.
- SP7 WARPSPEED (US/UK) Acclaim 32% Very dated and crudely presented space shooter.
- SP5 WAYNE'S WORLD (UK) THQ 26% Awful platformer. The joke isn't funny any more.
- SP22 WILDTRAX (US/UK) Nintendo 93% The most playable and varied racing game ever.
- SP5 WING COMMANDER (US) Mindscape 60% Average conversion of overrated 3D space shooter.
- SP13 WING COMMANDER: SECRET MISSIONS (UK) Mindscape 64% A few extra bits, but not enough to make it fab.
- SP2 WINGS II (JAP/US)/BLAZING SKIES (UK) Namco 71% Impressive-looking WWI flying sim/shoot-'em-up.
- SP20 WINTER OLYMPICS (UK) US Gold 35% A boring, badly-designed multi-event sports sim.
- SP21 WIZARDRY V (US) Capcom 39% Slow, tedious and pointless RPG.
- SP17 WOLFENSTEIN 3D (UK) Imagineer 78% A blocky, 3D blaster that's actually quite fun.
- SP6 WORDTRIS (US) spectrum Holobyte 40% Tetris, but with letters. Needs luck rather than skill.
- SP6 WORLD CLASS RUGBY (JAP/UK) Imagineer 74% Kick Off with odd-shaped balls and stop-go gameplay.
- SP20 WORLD CUP STRIKER (UK) Enix 91% A beautifully well-rounded footy game.
- SP12 WORLD CUP USA '94 (UK) US Gold 92% The best overhead-viewed footy game on the SNES.
- SP21 WORLD HEROES (US) sunsoft 77% Not bad with two players, but something's missing.
- SP22 WORLD HEROES 2 (JAP) Takara 80% There's is more to life than SFII.
- SP18 WORLD LEAGUE BASKETBALL (UK) HAL 84% See Super Dunkshot.
- SP18 WORLD SOCCER (UK) Electro Brain 27% See Pro Soccer.
- SP10 WWF ROYAL RUMBLE (UK) LJN/Acclaim 79% Flawed in one-player mode, but great fun with a mate.
- SP18 WWF SOCCER (UK) Electro Brain 29% Confusing and shabby sim with a surfeit of Mode 7.
- SP18 X-ANDRA'S BIG ADVENTURE (JAP) Namcot 85% Overhead-view RPG. Impossible to judge.
- SP20 X-KALIBER 2097 (US) Activision 68% Tough platformer with versatile controls.
- SP8 X-ZONE (US) Kameo 55% Platform shooter with crap graphics and sad gameplay.
- SP11 YOSHI'S COOKIE (JAP) Bullet-Proof Software 68% Average and unchallenging platformer slash-'em-up.
- SP12 YOSHI'S SAFARI (JAP) Nintendo 55% Another tedious Super Scope game.
- SP18 YOUNG MERLIN (UK) Virgin 76% Fun Tetris clone with bicies instead of blocks.
- SP12 Y'S III (JAP/US) Tonkin House 69% At last, a decent Super Scope game. Bit easy, though.
- SP18 Y'S III (JAP/US) Tonkin House 77% A cute, colourful and enjoyable puzzle adventure.
- SP22 ZAN II (JAP) Wolf Team 72% Fun RPG viewed from the side, but it's not very big.
- SP2 ZELDA: LINK TO THE PAST (JAP/US/UK) Nintendo 7% Incomprehensible strategy game.
- SP19 ZOKU: THE LEGEND OF BISHIN (JAP) Magfact 93% The definitive adventure game.
- SP12 ZOMBIES ATE MY NEIGHBORS (US/UK) Konami 58% Shallow, lacklustre driving/beat-'em-up.
- SP18 ZOO (UK) amblin 89% Innovative, funny shoot-'em-up.
- SP18 ZOO (UK) amblin 65% Nice graphics, great music. But average.



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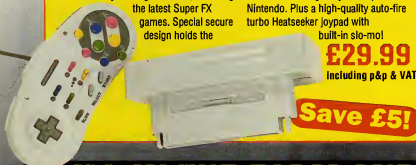
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THE GUYVER DATA 5

Manga Video

30 minutes
RRP: £5.99

15
CLOCK

Another bite-sized chunk of bio-booster armour in store here. Only *Data 5* in the series is subtitled *Death of the Guyver*, which gives a strong hint as to what could be in store.

Chronos is up to its old tricks, trying to take over the universe and spoiling things for those who desire a quiet life. But this time Commander Gyou, the head of Chronos has got a weapon, capable of destroying Sho's Guyver alter-ego. It's called the Enzyme, and it looks like a cross between a beaver and a giant bear. And it's about 100 feet high. Gyou, the old reprobate, has also kidnapped all Sho's friends and has forced them to watch the fight between the Guyver and the bear/dog/rat/beaver thing. Of course, he believes that the Guyver can't/better win.

He's right. Although the Guyver gives the giant otter-type vole creature a hefty shoeing, and kills it, he gets sprayed with his blood and starts to melt. It looks like it's all over for the boy Sho, especially when the rest of the Chronos men rip off his special control medal (the coin-thing in the front of his head).

So is this the end of the Guyver? You'd think so, but in the tress, watching, is another Guyver unit. Who could this be? Is it the mysterious Guyver 3 they happened to mention earlier? Could be...

A strange episode, this. If you're collecting the Guyver series, you'll need it, but taken on its own, it's just confusing. But like the other four, the art is sharp, futuristic and very clear. It's well dubbed and a neatly edited half-an-hour. And *The Guyver* series is good enough to spawn a live-action film starring Mark Hamill from *Star Wars*, too.



8

out of 10

TOKYO BABYLON

Manga Video

60 minutes
RRP: £10.99

15
CLOCK

Based on the strip in the well-known-in-Japan (but unheard of here) *Monthly South* magazine, *Tokyo Babylon* depicts a city in turmoil. Death, extreme violence and other nastiness occurs with almost frightening regularity. In fact, it's all rather like the Babylon of olden times, like out of the Bible and everything. Hence the title, you see.

The film starts promisingly with a powerful and attractive motorcycle which gets possessed by a spirit (you can tell because its lights come on). Then the action switches (and stays) to a building site, suffering from a series of 'mysterious accidents'. Of course, these are no accidents. Something is interfering with the space-time continuum or something, causing building sites all across the city to be the venues for small-scale weirdness. An exorcist is called, but she dies. So do a few other people. Someone, somewhere will have to get to the bottom of this little riddle, that's for sure.

Tokyo Babylon is written and drawn by the famous Clamp team; four female artists who are famed throughout Japan for their unique style (all four of them have the same house style, in fact). The drawing is well up to the standard we've come to expect from Manga Video's mainstream films, but partly owing to the bleak and stark unfinished building setting, the film seems empty and lacking in rich colours.

The pace is slow, even though the story is easy to follow and avoids many of the clichés which dog anime of this type. Oh, and there's some cool jazz-y background music as well. If you like that sort of thing,



7

out of 10

MARIS THE WONDERGIRL

Anime Projects

48 minutes
RRP: £12.99

15
CLOCK

Recently serialised in *Animerica* magazine as *The SuperGal*, this latest Rumik World release follows the escapades of a female wrestler turned intergalactic Space Patrol Agent who's desperate to earn some hard cash.

Possessing the superhuman strength of all who hail from the planet Thanatos, Maris has to wear a restraint to prevent her accidentally demolishing everything around her. Mistakes occur when she's fighting villains, alias (oops, there goes another space-ship!) and that's when she runs up the bills that have reduced her to poverty. An opportunity arises when a billionaire's son is kidnapped; she instantly falls in love with him – and his lucre – and sets off to rescue him.

This is Rumiko Takahashi doing what she performs best: light-hearted character-based comedy with a distinctly weird aroma. Amongst the odd moments and anime in-jokes (which, I've no doubt, will please the true fans no end) you'll find a couple of genuinely funny visual gags that don't rely on culture-shock or extensive manga knowledge to be appreciated.

The dubbing's not too bad, but purists will object to the American accents and the fact that Maris's shape-changing alien fox companion has been made inexplicably Irish.

Takahashi completists will probably buy this video regardless, but at only 48 minutes long we think you're better off renting it for an evening. Make sure you watch it twice, though, or you're bound to miss something good.



8

out of 10

Once again, *Super Play* sorts out the latest crop of anime films. They'll test your mettle, but will you be riveted or bored?

Once more, *Super Play* has been examining the latest selection of anime releases. Manga Video still dominates the anime scene in the UK, but notice how other companies are starting to release films (the quality of which is increasing all the time). So rest assured we'll be reviewing films from all quarters.

Incidentally, if you run an anime fanzine, why not send it to Irresponsible Pictures, *Super Play*, 30 Monmouth St, Bath, Avon BA1 2BW and we'll feature it. And over 50,000 anime fans will get to hear about it as well. Also, please write in with any anime-related questions and we'll answer them for you.



DEVIL MAN: The birth
Manga Video
52 minutes
RRP: £10.99



Akira has problems. Not the usual kind of problems which commonly besage any teenager today, oh no. Trivialities such as girls, acne and school worries all take a back seat to dilemmas such as his parents mysteriously disappearing, his pet rabbit being brutally slaughtered and – wait for it – the news that a horde of demonic legionaries are about to awaken from their slumber and set about ripping apart Tokyo with their bare tentacles.

And so it transpires that the only way to cleanse the world is to find somebody who is pure of heart (and a bit nutty too, if you ask us) to willingly become a demon in order to fight the fiends on their own terms. So, in keeping with anime tradition, Akira reluctantly volunteers himself to tackle the task.

The action which follows flows in a strangely American, low-to-medium budget horror flick vein, encompassing themes from films such as *Fright Night* and *The Lost Boys* plus, of course, adding in lots of extra 'only-the-Japanese' bits along the way. The action promised by the sleeve does take a while to kick in but when it does it's entertaining, if occasionally slightly warped stuff. And *Overland* fans will be pleased with the demons themselves, which have been realised with enough twisted imagination to make even Clive Barker and his cronies weep.

If the popular demons versus humankind genre is your bag, and you can forgive the laughably cheesy, Corey Feldman-esque behaviour of the lead characters, then you'll be pretty safe with this. Oh, and you'll get for the second part in October, which you'll feel compelled to pick up if you enjoy this.



GUNBUSTER Episodes 1-6
Kiseki films
Japanese Lan. (English sub)
65 minutes RRP: £10.99



Ever thought how you learn to fly a mobile suit? Well in anime it's easy – you go to mobile suit school! Well maybe it's not that easy as Noriko Takaya finds out when she can't even master the RX-7 training mech at the Okinawa Space High School for Girls. Still, having lost her father she's definitely got the determination to succeed and as the theme song would have us believe 'aim for the top'.

Gunbuster is a definite anime fan favourite. It's got everything: a cute heroine striving to avenge her father's death, a 'tough as nails but soft on the inside' really 'coach' who gives Noriko her chance to prove what she's worth, some of the biggest aliens you've ever likely to see and of course lots and lots of mecha. Skillfully jumping between comedy and tragedy, Noriko has to face not only her bitchy fellow students and her first teen romance but also the seemingly insurmountable problems of piloting a mobile suit in a zero-g battle with a fast moving opponent who's three times the size of her. In fact the pseudo-science which *Gunbuster* revels in really does lift it above the usual robots in space fare.

If an average episode of *Star Trek TNG* has enough technobabble to give you a headache then be prepared for a major migraine in *Gunbuster*. There's even a science lesson at the end of each episode with a little SD Noriko getting all flustered when she can't answer simple questions on things like trans-dimensional faster than light warps.

If you like your anime liberally sprinkled with cute girls, big robots and even bigger aliens then you can't go wrong with *Gunbuster*. Highly recommended.



MANGA TRADING CARDS

A couple of issues ago *Super Play* featured a set of three exclusive Akira trading cards. These are a special print, and are unavailable in the shops or by mail order (which makes them incredibly rare and collectable).

However, there's still plenty of time for you to order the rest of the Akira high-gloss cards to complement them. There are 100 in total, and they all feature scenes from the film. They're numbered, printed on both sides, with info from the film on the back. As well as the standard set, there are special 'chase cards', chromium cards and prism cards inserted randomly.

You can order the cards in sets of 10 (each of which costs approximately £1.20) and there's also a binder to keep them all in, costing £8.55.

The Akira cards are available from most good comic and record shops, but you can get them direct from Mavorick Mail Order Ltd, PO Box 7, Ross-on-Wye, Herefordshire HR9 7YX. Phone them for their latest catalogue, on (0989) 767655 or tax on (0989) 768563.



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ISSUE 23

SEPTEMBER 1994



EDGE

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has been **voted**
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NEW TO THE UK

97

BATTLETOADS DOUBLE DRAGON: The Ultimate Team

Sony Imagesoft £TBA / 8 Mbit

The rats are coming! And, fendishly intelligent creatures that they are, they've built an entire fleet of spacecraft. So it's time to break out the three toads and two blokes we've been holding back for just such an emergency.

Except that it isn't, really. The trouble is, *BDD:TUT* is very far from being the ultimate SNES game. It's a fairly simplistic beat-'em-up with a chunk of platforminess thrown in. Each of the five characters you can be has different moves, weapons and fighting techniques. But instead of adding greatly to the gameplay, you simply go through them, choose the one which is obviously harder and more effective than the others, than use him to whack

all the baddies off the spaceship. Then, when you come to a boss, whack him or her the required amount of times whilst keeping out of the way of whatever attacks he or she may have, and you've done it.

In fact, there's only one part of *BDD:TUT* which is actually worth playing, and that's the little

Er! That large woman has thrown a grenade!

Asteroids homage which occurs a level or two into the game. You zip around the screen blasting the fragments into, er, smaller fragments. It's great fun and shows up the rest of the game as not very good at all.

Full review in issue 16

OVERALL SCORE: **37%**

TURN & BURN: No Fly Zone

Sony Imagesoft £49.99 / 8 Mbit

What happens if I just visit the toilet? Or I simply 'let go' and run the risk of 'damaging the seat-cover'?

When you bought your SNES, did you really expect to be playing flight sims on it? Thought not. But if there was a decent flight sim available, would you get it?

Anyway, if you accept the fact that Super Nintendo are really the perfect vehicle for complex flight and combat simulations, here's something that isn't really very bad at all.



I say! Flying a multimillion pound jet is far easier than I'd previously imagined, thanks to the advent of computers.

Turn and Burn (we'll drop the *No Fly Zone* tag, as writing it only wastes space) straps you into an F-14 like Tom Cruise has got in *Top Gun*. You get to blast over the sea at speeds so fast they make everything out of the window look like Mode 7. In fact, everything out of the window is Mode 7, but that's beside the point.

The air-to-air fighting is very well done, in fact, and there are plenty of views available as you and your enemies wheel and loop through the skies like leaves on a windy autumn day. And in later missions you get to fly over such diverse military elements as submarines, battleships and even oil rigs.

As for the sim side; there are plenty of dials, gauges and switches to play with, and controlling the plane is about as well-done and realistic as you're going to see on the SNES. *Turn and Burn* takes the SNES as far as it will go into sim-land, so it's by no means a dreadful game, but the SNES isn't totally happy about it, and this game falls somewhere between being an action shoot-'em-up and a sim.

Full review in issue 20

OVERALL SCORE: **71%**

LEGEND

Sony Imagesoft £49.99 / 8 Mbit

Let's do this one in a poetical style, seeing as it's called *Legend*. Here we go: Dreamy days in lands of yore, tell tall tales of men at war. Characters that you can be, stand in a forest, by a tree. A man of strength with a big axe, an orc and foul goblin he hacks.

Oh I'm bored with this poetry idea. Anyway, you (and another human if you like) chop, hack and slash your way through several levels of orrage, and every so often you come up against a big demon-type monster who uses magic and stuff. It's standard stuff.

You have a variety of attacks to utilise as you wander around the enchanted kingdom, but the best is the flying kick, which keeps all the foes safely at bay. This makes the game easier and

more repetitive as you walk, fly, kick then walk, fly, kick your way across every screen.

In fact, the only thing really capable of rescuing *Legend* is the graphics. Some of them are stunning. Rain, mist and other natural phenomena are all shown really well, and there are Mode 7 touches which rotate and zoom in and

out with quease-inducing smoothness. Very nice.

But ultimately, the undeniable beauty of *Legend* doesn't make it a special game. It's a run-of-the-mill magic slash but it's better than many of its compatriots.

Full review in issue 22

OVERALL SCORE: **55%**

ISSUE 23 SEPTEMBER 1994



Aggh! I appear to have been hit in the ribs by a frog wielding a large stick. Perhaps I antagonised it somehow.



Follow me! I have a rudimentary knowledge of the caverns which lie before us. I also have a powerful flashlight, too.

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MORTAL KOMBAT II

THE REVIEW

We've played *Super Street Fighter II* to death, and now we're ready for *Mortal Kombat II*. What's been improved? Who are the new characters? Has it got all the fatalities and blood? And, most importantly, should you buy it?

**SUPER
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THE SUPER QUIZ ANSWERS

You'll find the questions to the
answers in *Super Express*.

EASY

- 1 Fel Long
- 2 Five. If you include the truck.
- 3 Five. We can't be bothered to name them all.

MEDIUM

- 1 Three. Metroid on the NES, Super Metroid on Super NES and Metroid on Game Boy.

- 2 Pumping Iron, Stay Hungry or Hercules in New York.
- 3 One hundred.

HARD

- 1 Chun was in *Final Fight II*, in the background.
- 2 *Final Fight*, *Final Fight 2*, *Final Fight Guy* and *Muscle Bomber*.
- 3 Seven. Apparently. Lisa and Debs both used to play many years ago.



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